

THE WALKING DEAD #18

ROBERT KIRKMAN ON SEASON SEVEN, AMC'S *FEAR THE WALKING DEAD*, & 'THE WHISPERER WAR'



WHO LIVES?  
WHO DIES?

# THE WALKING DEAD

THE OFFICIAL MAGAZINE

## NEGAN'S BACK!

DON'T BREATHE! DON'T  
BLINK! DON'T CRY!  
AMC'S *THE WALKING DEAD*  
RETURNS!

**JEFFREY  
DEAN  
MORGAN  
EXCLUSIVE**

**CLIFF CURTIS TALKS TRAVIS  
INSIDE THE NEW UNIVERSAL  
STUDIOS HOLLYWOOD ATTRACTION  
SDCC 2016 ROUND-UP**

**BRIAN K VAUGHAN  
ON 'THE ALIEN,'  
SAGA, & BEING A  
WALKING DEAD FANBOY**

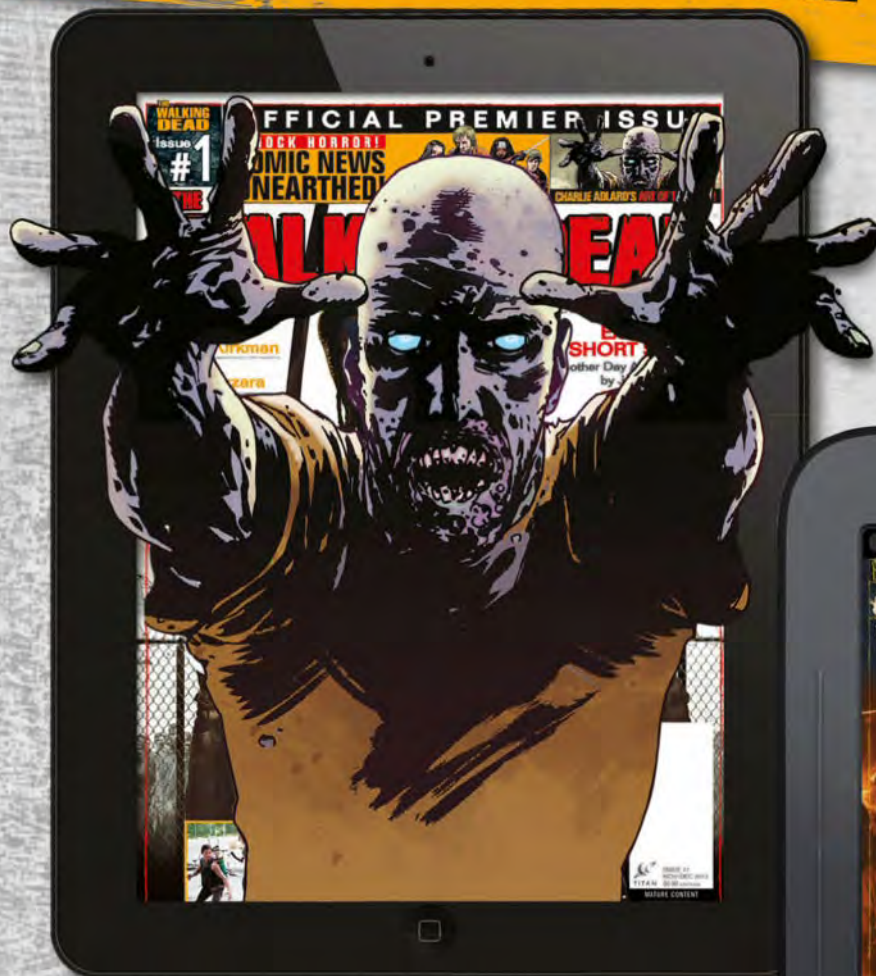
MATURE CONTENT

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# BAT'S THE WAY TO DO IT!

**O**k, so by the publication date of this issue, the season premiere of AMC's *The Walking Dead* should be airing in just a week's time, both in the US and around the rest of the world. But just in case you receive this issue a little early, I'm not going to mention exactly what happened at the start of season seven. But what I do want to know is, what did you think of it? Amazing stuff? Shocked to the core? Super-hyped for the rest of the season? Not surprised, expected it all along?

It's very easy to live in a bubble when you're part of something, so we really value fan feedback. And it can be about any aspect of *The Walking Dead* (including this very magazine – I mean, does anyone even read this 'Welcome' message I pen every issue? I really don't know). Let us know your thoughts via email, traditional letter or on our Facebook page. And don't forget to send in those 'Fan Focus' entries either – there's every chance you'll not only get picked to feature in the mag, but also you'll earn yourself a fantastic goodie.

Anyway, back to the seventh season. One thing is for sure, Negan and the Savivors are going to be a fierce force to be reckoned with this season (and we sneakily suspect next season, too!). As such, there's nowhere else we could start than by interviewing the man himself, Negan, aka actor Jeffrey Dean Morgan. We also have the thoughts from some of the rest of the regular cast and crewmembers in our San Diego Comic-Con round-up. It certainly makes for interesting reading – we can't wait for the other surprises headed our way this season.

Let's not forget that in all of the main series' hullabaloo, AMC's *Fear The Walking Dead* finished its second season in style, and so we sought actor Cliff Curtis' thoughts on the series so far. Elsewhere in the mag, we have an interview with a 12-time Eisner award-winning writer and comic book creator (guess who?); we look at what makes an apocalyptic hero and/or villain; we are given an exclusive playthrough of a new table-top game; and we go inside the new permanent AMC's *The Walking Dead* Attraction at Universal Studios Hollywood. And that's not to mention all the other ace features included in this issue.

How do we pack it all in? I really don't know. Answers on a postcard...

Until next time... Sayonara!



Toby Weidmann



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"I don't want to be Alpha. You don't have to worry about that. I'm Negan... That's better."

THE WALKING DEAD  
THE OFFICIAL MAGAZINE

TITAN

SKYBOUND



# HEAD SHOTS

A full round-up of everything that's been happening in *The Walking Dead* and beyond

NEWS EDITOR: Katie Lloyd



**S**o here we are then. The premiere of AMC's *The Walking Dead*'s seventh season is here. We're not going to speculate about who meets a bloody end at the hands of Negan (or rather, his cherished baseball bat Lucille) in the opening episode, because if you're picking up this magazine even a week after its on-sale date you will already know – and we'll just be rubbing salt in fresh wounds.

Instead, we're going to focus on what you might not know, starting with the arrival of King Ezekiel – the self-appointed monarch of a new community known as the Kingdom – and his pet tiger, Shiva. Yes, you read that right. Ezekiel has a tiger. For a pet.

We hinted in issue 17 of *TWDM* that this much-loved character from the comic-book would likely be showing up on the TV series – and so it's been proven. Playing the former-zookeeper-turned-liege is Khary

Payton, a 44-year-old actor best known for his voice work on the *Teen Titans* series. Needless to say, Payton is pretty happy about appearing on the biggest show on television. "My wife and I have been watching the show for a few years. We kind of got into it maybe three or four years after it started, and so we binged the first three seasons and we've been fans ever since," the actor told *Entertainment Weekly*. "I really adore the connection that people have with the show. I'm not a big zombie apocalypse guy, but I think the acting and the writing of the show is just exceptional."

As for Shiva, well, in a move that's elated the animal rights organization PETA US, which accorded the production team an Innovation In Television award, the female big cat is being brought to life using a combination of special animatronics and computer-generated imagery.

"By choosing the excitement of cutting-edge technology instead of captive animals, *The Walking Dead* has won the respect of everyone who objects to condemning wild animals to live chained and in cages," said PETA director Mimi Bekhechi.

And PETA isn't alone in its delight. As it turns out, Robert Kirkman is afraid of tigers – who'd have thunk it? "I was asking Scott [M Gimple – executive producer], 'How are we doing this thing?' He pointed out that it's not very humane to have a live tiger on set," revealed the executive producer at this year's San Diego Comic-Con. "And it's also very dangerous for the actors... So I was like, 'Great, no real tiger, I can still come to set. That sounds awesome.' Because I would not have gone to set if there had been a tiger anywhere near it."

OK, so in our excitement to tell you about Ezekiel and Shiva, we've completely

overlooked the finer details of season seven. Let's get you up to speed: it will premiere on Sunday 23 October at 9pm ET/PT, and across all Fox channels outside of the US within 24 hours of its original broadcast. As has now become the norm, it will be 16 episodes long, and will be divided into two parts, with the final eight returning in February 2017. Four actors have been bumped up to series regulars since we last saw them: Xander Berkeley (Gregory), Austin Amelio (Dwight), Tom Payne (Jesus), and, naturally, Jeffrey Dean Morgan (Negan).

Let's move onto storylines...

With Negan's potential victim (or victims) the only talking point in town over the summer hiatus, very little information has been released about the overall direction or themes. All we know for sure is that Negan is set to turn the world as we know it upside down.

"What you're going to see in the first half of this season is Negan wreaking havoc," Jeffrey Dean Morgan told *EW*. "And some of your characters that you've grown to love are not going to be on the show anymore, and it's going to end badly for them. It's going to be a whole new beginning for *The Walking Dead*. It's Negan's world now."

As for season seven's walkers, well, they're set to be more terrifying than ever. Just check out co-executive producer and special effects wizard Greg Nicotero's Instagram account. The blistered walker? Lord help us all. •

Official sites: [www.skybound.com](http://www.skybound.com), [www.thewalkingdead.com](http://www.thewalkingdead.com), and [www.amctv.com/shows/the-walking-dead](http://www.amctv.com/shows/the-walking-dead)



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**HUNGRY?  
WHY NOT  
EAT AT NIC &  
NORMAN'S  
NEW JOINT?  
P.10**

# OH MY DARLING...

Last issue we revealed that Telltale Games' *The Walking Dead: Season Three* video game would be with us this year. Well, now we can bring you more gory, glorious details.

Season three, entitled 'A New Frontier,' will be launching in November on consoles, PC/Mac and handheld devices. But to answer the main question on everyone's lips, yes, Clementine is back and she's once again voiced by the delightful Melissa Hutchison. A few years older than when we last saw her, Clem will be one of two playable characters in season three, the second being Javier 'Javi' Garcia (voiced by Danny Ramirez).

Javi is a new character in Telltale's *The Walking Dead* universe, and will provide the perfect way for gamers new to the series to jump right in. Long-time fans shouldn't worry, though, as according to Telltale "those who have

played previous seasons will have a story that's uniquely tailored to the diverging paths they've taken in the past."

Also making a return is AJ, Rebecca's baby from season two, although by this point he's now a toddler, as shown in this stunning image unveiled at SDCC.

"This third season will serve as both a continuation of what's come before, as

well as an all-new beginning set nearly four years after the outbreak events of season one," said Kevin Bruner, Telltale's CEO. "'A New Frontier' will explore beyond what it means to survive in a world ravaged by the undead, and will see our characters confronting the new rules of order and justice in a land being brutally reclaimed by what's left of humanity."

## FEAR FACTOR



AMC's *Fear The Walking Dead* wrapped up its second season earlier this month and what a sophomore year it was — especially those hellish final few episodes. Executive producer Dave Erickson

promised us "a level of intensity and violence that we haven't seen before," and the show well and truly delivered.

So where now for the companion series? Well, we know we're getting a

16-episode third season that will begin airing sometime in 2017 (most likely April). There's also a slim chance that there might one day be a *Fear The Walking Dead/The Walking Dead* crossover.

While answering just such a question at this year's Amazing Hawaii Comic Con, executive producer Robert Kirkman said: "As far as if those characters will ever encounter each other, I mean, they're in the same universe, so it's possible. Geographically, they're nowhere near each other, so it would be somewhat farfetched if Group A were somehow to encounter Group B, unless over the course of many, many, many seasons it somehow made sense."

All good things, as they say, all good things...

## THE COVER GALLERY

Each issue, *TWDM* features exclusive variant covers. Here's what's on offer for issue #18.



NEWSSTAND



DIAMOND EXCLUSIVE

PHOTOS: Peter Iovino/AMC; Gene Page/AMC



# HEAD SHOTS

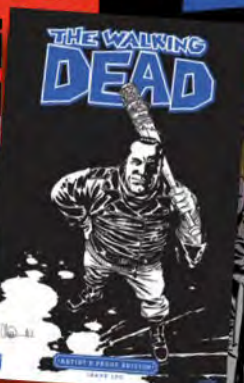
A full round-up of everything that's been happening in *The Walking Dead* and beyond

## ALL THE COLORS

Coloring books for grown-ups are all the rage at the moment. They are a great way to express yourself – and they reduce stress and anxiety too. We can't help but think that *The Walking Dead Rick Grimes Coloring Book* is going to have the exact opposite effect – in the best way.

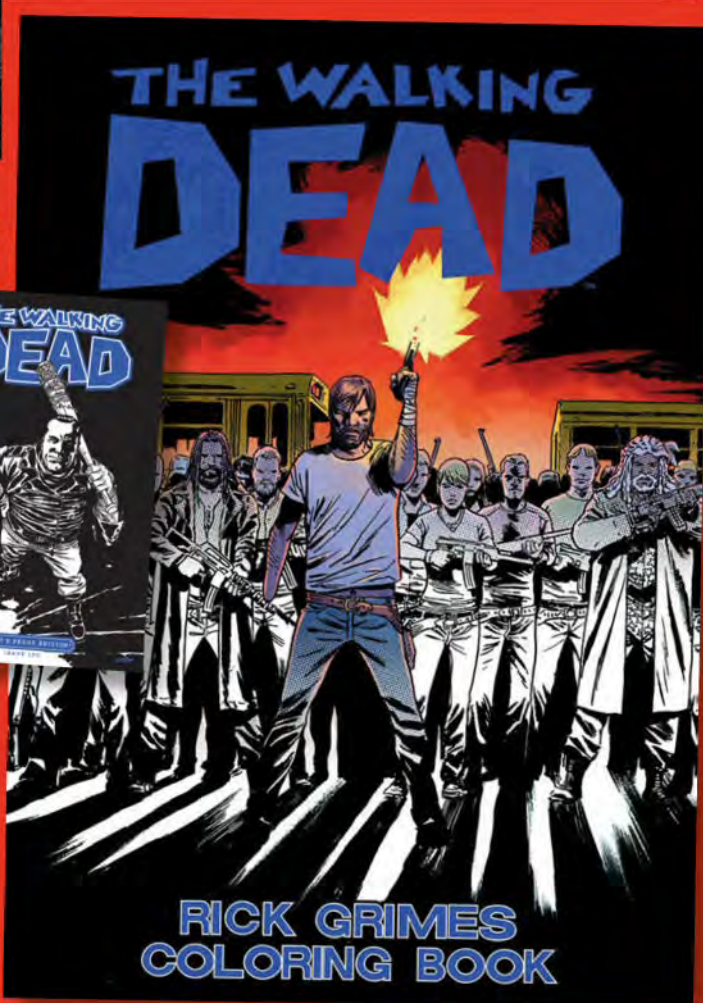
Released in early October with a \$14.99 price tag, this oversized tome features the most iconic Rick Grimes images from Skybound's bestselling *The Walking Dead* series (as drawn by the genius that is Charlie Adlard). Put it this way, you might want to invest in some extra red pens.

Issue 159 of *The Walking Dead*, subtitled 'The Whisperer War – Part 3,' has also just been released in October. There are two incredible covers to collect, the first by regulars Charlie Adlard and colorist Dave Stewart and the second by ace writer, penciller



and inker Arthur Adams (*Monkeyman And O'Brien*).

Also out this month is a giant-sized artist's proof edition of *The Walking Dead Issue 100*, which, as any fan worth their salt will tell you, is the installment where Negan is introduced and you-know-who dies. Priced at \$19.99, this black-and-white 40-pager features the issue's iconic art in an oversized format, free of gray tones. Nice!



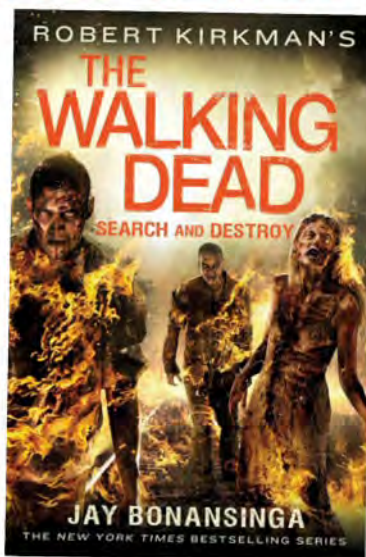
## MAGNIFICENT SEVEN

The seventh book in Jay Bonansinga's bestselling *Robert Kirkman's The Walking Dead* series is unleashed this month (October), and it's another blood-drenched page-turner.

Entitled 'Search And Destroy' and published by Thomas Dunne Books, it sees Lilly Caul (a fan favorite from *The Walking Dead* novels) and her bloodied and bruised band of survivors attempting to build a brighter future for themselves by fixing the railroad between Woodbury and Atlanta, a whopping 52 miles away.

While Lilly's focus is elsewhere, however, a savage new group attacks Woodbury, murdering its adults and kidnapping the kids. Trust us, when you find out why, you'll be horrified.

Following on from the events in 'Descent' (book five) and 'Invasion' (book six), this is another brutal,



compelling and twist-laden *The Walking Dead* tale from the *New York Times* bestselling author Bonansinga. Seek it out and devour.

## TRUCKING HELL!

If you're anything like *TWDM*, then you will have been first in line to snap up your DVD or Blu-ray of AMC's *The Walking Dead*'s sensational sixth season. Arriving online and in stores over the summer, there were – and continue to be – a number of incredible packaging designs to choose from, as well as some amazing extras, depending on where you like to shop (Walmart, Target and Best Buy all had different options).

Or maybe, just maybe, you're waiting for the Anchor Bay exclusive Blu-ray bundle? If you are, we wouldn't blame you. We wouldn't blame you at all. Released this November with a retail price of \$149, this amazing collection includes 'Truck Walker' packaging (designed by McFarlane Toys), as well as a five-disc Blu-ray digipack. We think the word you're looking for is 'Wow!'







# ACTION STATIONS!

You may want to put a little extra cash aside this fall. Why? Because McFarlane Toys is about to unleash another horde of awesome *The Walking Dead* goodies, that's why.

Out this month are three all-new statues based on AMC's *The Walking Dead* TV series. The must-own line-up includes seven-

**UPDATE ALERT:** The release date for McFarlane Toys' limited edition 10-inch Daryl Dixon resin statue has moved to February 2017, and has a \$329 price tag.

inch figures of Abraham Ford and Daryl Dixon, as well as a 10-inch deluxe model of Glenn. The Abraham and Daryl figures are \$19.99 each, while the taller Glenn model is \$34.99, with each one originally painted.

November, meanwhile, sees the unveiling of a Daryl Dixon deluxe box set. Priced at \$34.99 and standing at five inches tall, this gorgeous offering includes a figure of the fan favorite armed with his trademark crossbow, as well as a highly detailed replica of his new season five/season six bike. Sweet!

## BATTER UP!



We're so excited about this McFarlane Toys release, we've given it its own box out. Yes folks, Lucille — Negan's weapon of choice — is hitting stores this winter, or rather a 32-inch replica (complete with fake barbed wire) is. Priced at \$39.99, it's perfect for role-playing everyone's favorite foul-mouthed sociopath. Just look at that picture! She really is awesome!

## SHAKE, RATTLE & GROAN

Oh, now this is pretty! Released in mid-September, with a price of \$12.95, AMC's *The Walking Dead* Blood Globe is a deluxe kit featuring a walker-filled globe. Made by Running Press, the box comes with a 32-page booklet packed with images and quotes from the show. Shake the globe, and it fills with fake blood. Yup, we totally want.



For more: [www.runningpress.com](http://www.runningpress.com)

## VROOM AT THE TOP



In *TWDM#16*, we ran a story about Greenlight Collectibles and its deal with AMC's *The Walking Dead* to produce die-cast replica vehicles from the show. Heck, we even showed you a few early visuals. Well, Greenlight is about to release more four-wheeled fun on us.

Due between now and the end of 2016, 1:64 scale models of Michonne's Jeep Wrangler YJ and Utility Trailer with Zombies, Dale's 1973 Winnebago Chieftain, and the 1967 Ford Mustang Coupe (with Sophia's message scrawled across it) will be available from the likes of

## THE TWEETING DEAD

We trawl Twitter for fun *Walking Dead* tweets so you don't have to...

Nooooo! @delta got rid of the funny safety videos. I thought "oooh a new one!" And it's... Just... Normal. #disappointed @RobertKirkman Your power is in the present moment. Hope everyone's having a good day. @LaurenCohan

I'm so uncomfortable. Why do we watch this show?! #BachelorNation @cserratos

Was just asked if I was Morgan Spurlock... #Again @Cudlitz Watch out for #keepwatching, coming out in December. Gonna be soooooo insane @ChandlerRiggs

Praying for #peace even in the political world. I wish we could all just #GetAlong @GunnerGale

Power's out in the neighborhood so I'm tweeting this in pencil. @ScottMGimple

## WHO TO FOLLOW...

@RobertKirkman; @SteveYeun; Norman Reedus @wwwbigballdhead; @mcbridemelissa; @ChandlerRiggs; @LaurenCohan; Michael Cudlitz @Cudlitz; Christian Serratos @cserratos; Alanna Masterson @lightbrigade; @kimdickens; Gale Anne Hurd @GunnerGale; @ScottMGimple; @bearmccreary; Chris Hardwick @nerdist; @TheWalkingDead; @Skybound; WalkingDead\_AMC; @ImageComics; @AMCTalkingDead; @WalkingDeadMag

### DON'T FORGET!

You can follow *TWDM* on Facebook (search 'Walking Dead Magazine') and Twitter (@WalkingDeadMag)

Amazon, Target, and Toys R Us. Then, 1:43 scale models of Daryl's 2006 Dodge Charger Police Car and Rick and Shane's 2001 Ford Crown Victoria Police Interceptor will also be hitting those same shelves.



## NEWS IN BRIEF

### GAME OF DEATH

Chandler Riggs is starring in a new horror film, *Keep Watching*, alongside Bella Thorne and Ioan Gruffudd. Out in December, it sees home intruders forcing a family to play a life-or-death game. This contest is being screened live to viewers around the world. Will you 'Keep Watching'?



### WARRIOR WOMAN

Danai Gurira has joined the cast of *Black Panther*, the 18th Marvel Cinematic Universe film. Starring opposite Chadwick Boseman as the eponymous superhero, Gurira will play Okoye, the head of an elite squad of female warriors known as the Dora Milaje.

### DAY OF THE DEAD

*The Walking Dead* officially had its own day on August 6. Taking place in Robert Kirkman's hometown of Cynthiana, Kentucky, this free event was hosted by the Cynthiana-Harrison County Chamber of Commerce. Guests were treated to a Q&A with Kirkman, trivia and costume contests, a silent auction and more.

### FROM BO TO BLADE

Lennie James has been cast in the yet-to-be-titled *Blade Runner* sequel, due in October 2017. Starring Harrison Ford, Ryan Gosling, and Robin Wright, with *Sicario* director Denis Villeneuve behind the camera, the movie is set decades after the original. All other plot details are being closely guarded.

# HEAD SHOTS

A full round-up of everything that's been happening in *The Walking Dead* and beyond

## TERROR AT SEA

Just when you thought it was safe to go back into the water... the 2017 Walker Stalker Cruise has been announced.

Setting sail on February 3 and returning to dry land on February 6, the good ship Norwegian Pearl will play host to a convention filled with blood, vets (as in Abraham), and cheers.

Over the course of a terror-filled voyage that starts in Miami, Florida and ends in Great Stirrup Cay, a private island in the Bahamas, 2,500 *Walking Dead* fans will get the chance to see some of their heroes in the flesh. There will be Q&As, interactive panels, activities, concerts, and photo and

## WALKER STALKER CRUISE



autograph opportunities.

All meals and accommodation are included, with prices ranging from \$545 per person (based on four people sharing an interior room) to \$4,200 per person (based on two people sharing an

owner's suite).

Already signed up for three days on the ocean wave are Norman Reedus (Daryl), Chandler Riggs (Carl), Michael Cudlitz (Abraham), Tom Payne (Jesus), Michael Traynor (Nicholas), and show

co-executive producer Greg Nicotero. (Although, please note, these guest stars are subject to change.)

If ticket sales are anything like last year, they might need a bigger boat.

For more: [walkerstalkercruise.com](http://walkerstalkercruise.com)

## COME DINE WITH US

Feeling peckish? Then might we suggest a little place we know. It's called Nic & Norman's and it's without a doubt the coolest joint in town.

That's right, folks, Greg Nicotero, AMC's *The Walking Dead*'s co-executive producer and special FX make-up designer, and the show's star Norman Reedus (aka Daryl Dixon) have opened a restaurant together in Senoia, Georgia, where the series is (largely) filmed.

The two men, who are great friends, had been discussing the idea of opening an eatery for several years, before deciding to make the dream a reality earlier this year. On the menu are such tasty delights as burgers, salads, and cocktails.

"Check us out if [you're] in the hood," wrote Reedus on his Instagram account, alongside a picture of Nic & Norman's effortlessly cool logo.

We certainly plan to next time we're in town.



## FUNKY TIME

Just Funky has come up trumps once again with another delicious haul of AMC's *The Walking Dead* glassware and more.

Shuffling into stores between now and the end of 2016 are a four-pack of *The Walking Dead* pint glasses featuring Negan, Daryl, Rick, and Glenn (\$29.99); a super-cool Carol carnival cup (\$9.99); a 'Who Did Negan Kill?' mug (\$12.99); and a mean and moody Daryl Water Bottle (\$9.99).

Also coming soon are a Negan coral blanket bearing the words "Eenie. Meenie. Miney. Mo."; Walker air fresheners (does this seem like an oxymoron to anyone else?); foil playing cards (these are especially lovely); and

a Lucille key chain. Want, want, want, want, want.

For more: [www.justfunky.com](http://www.justfunky.com)





# *into the* **BADLANDS**™

**RETURNS 2017**

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# KIRKMAN CORNER

AN INTERVIEW WITH ROBERT KIRKMAN

There's a lot to talk about with the big man this issue, with the return of AMC's *The Walking Dead*, the end of season two of AMC's *Fear The Walking Dead*, the start of a new arc in the comic, and the end of *Invincible*. Somehow we also fit in room for some reader questions (please do keep sending them in!). So, without further ado...

INTERVIEW: Tara Bennett

**SPOILER ALERT: THIS FEATURE INCLUDES POTENTIAL TV AND COMIC BOOK SPOILERS**

Last issue, we talked about Rick Grimes being truly powerless in the season six finale. In light of that, what version of Rick are you exploring this season?

Like most seasons, we're dealing with a brand new Rick here. I hesitate to use the word subservient, but this is definitely a Rick who is extremely shell-shocked by the events of the season six finale and the season seven premiere. We're once again going to be really shocked by how this guy's behavior changes and exactly what his takeaway from these events is, and how it changes his world view.

We're going to see another transformation from him again, and Andrew Lincoln is absolutely at the top of his game doing some really amazing work with this. It sets the stage for a huge struggle within him, because he has embraced his role as leader, but is now realizing what a dangerous position he put



**"Andrew Lincoln is at the top of his game doing some really amazing work [this season]. The stage is set for a huge struggle within him."**

everybody in. So there's a lot of hesitancy there now, even though it was a role that he seemed to thrive in. There's a lot of searching for a new status quo, moving forward, and just figuring out things on his part will be a lot of fun.

**Luckily, you have an actor like Andrew Lincoln who seems to savor diving into new facets of Rick. Does that embolden the writers to push him and the story more?**

It's great having that freedom and knowing that Andy is not only capable of doing all the things we want him to do, but he's a team player. He's game for all of this stuff, saying, "You're going to make my character do this? Great. I'll figure that out."

After so many seasons, you would almost expect him to say, "No, no, I know who this guy is. He wouldn't do this." And that never happens. I feel like if we came





**“Ezekiel is a character who has a lot of unique challenges. People who read the comic know that he’s essentially two very distinct characters.”**

before they appear, just so we know they are going to be exactly what we need.

Ezekiel is a character who has a lot of unique challenges. People who read the comic know that he’s essentially two characters: two very distinct, very different characters. We needed to find an actor who could handle both aspects of that. There were a lot of actors we saw that were really great as one Ezekiel, but couldn’t quite pull off the other Ezekiel. It was frustrating.

Khary came in and our reading was an interesting scene because it showcased both sides of the character. We watched that transition where he goes from the bombastic, aristocratic King Ezekiel act that he puts on to lead the group to the real guy, the zookeeper Ezekiel. We watched that moment where he shifts, and with Khary, more than any of the other actors, it was like watching two different people, or two different auditions. The contrast was what we were looking for and he handled that expertly. Also, I’m a big fan of *Teen Titans Go!*. (Laughs)

**The Kingdom itself is a very specific-looking community. Is it a faithful translation from the book to the screen?**

A lot of inspiration is taken from Charlie Adlard’s art from the comic book. This is definitely no different. We’ve altered the look of it somewhat for the show, as people will see when it’s introduced, but fans of the comic will definitely see some familiar aspects and elements.

to him with, “Season eight, Rick’s a baby...” He’d be like, “OK, got it. I can handle this.” And then that season where Rick is a baby would be amazing. (Laughs)

**On to the casting of Khary Payton as King Ezekiel, the leader of the Kingdom. How difficult was it to find him, and what made him the right choice?**

When it comes to characters such as Negan, Ezekiel or Jesus, these are benchmark characters that fans are anticipating. So, it’s a rather exhaustive search that is undertaken. We start casting such characters almost a year

**“A lot of inspiration is taken from Charlie Adlard’s art from the comic book. The Kingdom is no different.”**

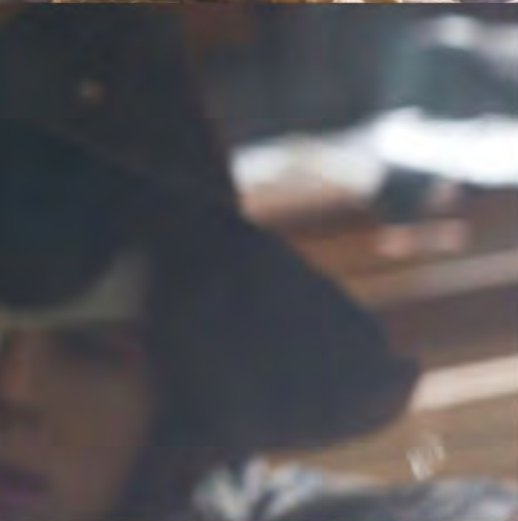
**Shifting to *Fear The Walking Dead*, the second season just wrapped. What episode in the second half of the season’s Mexico arc pleased you the most?**

Our midseason premiere (‘Grotesque’) that focused on Nick was really great. I also think our season two finale is really great. I’m really happy

**LEFT:** Andrew Lincoln could play Rick as a baby, according to Robert Kirkman – watch this space!

**ABOVE:** The Kingdom, where Carol and Morgan are holed up, will have a big role to play in season seven.

**BELOW:** Jesus is a benchmark character from the comic, and was perfectly cast for the TV show.







**LEFT:** The Kingdom has been modeled on the artwork of Charlie Adlard. **BELOW:** The Nick-centric 'Grotesque' was a favorite episode for Kirkman this season. **OPPOSITE PAGE:** 'The Whisperer War' will not only be exciting but it will set up what's coming after.

about how the season wrapped up. I'm happy about the trajectory that all the characters have been set on, and how they seem to be moving in a direction of being reunited.

Having been working on season three for a few months, I'm really excited about the direction we're taking. When we come back in 2017, season three is going to be the first big turning point in *Fear The Walking Dead*, where we will see a big directional shift, a lot of changes in the characters. Things are going to ramp up in a big way.

**Onto the comic: October finds us three issues deep into 'The Whisperer War' arc. In crafting another massive confrontation for the books, what have you done to make this different than say 'All Out War'?**

The six issues of 'The Whisperer War' are probably the densest of *The Walking Dead*

*Dead* we've ever done. It kinda seems antithetical to have a story that is huge in scope and put more panels in the page, so the action is actually more contained in a smaller view of things. It was really just an effort to differentiate it from 'All Out War,' so it is visually different.

The story is much more layered than 'All Out War.' There are a lot of moving parts and different communities doing different things. There's also quite a bit of setup for what's coming next. A lot of the subplots with the Saviors and the Kingdom and other things popping in here and there

are setting up the story in a big way. Even though we are focusing on this Whisperer war and it's a big climatic thing with far-reaching ramifications, there's a lot of big stuff coming almost immediately after that which people can look forward to, or dread, depending on how much you like the characters. There's a lot going on. These issues, more than any other, you're definitely getting your money's worth.

**In August, you announced that *Invincible* would end in a year's time with issue #144.**

**"When we come back in 2017, there's going to be the first big turning point in *Fear The Walking Dead*... Things are going to ramp up in a big way."**





**“‘The Whisperer War’ is probably the densest *The Walking Dead* story we’ve ever done... It’s much more layered than ‘All Out War.’”**

**You are closing out the series with co-creator/artist Cory Walker and artist Ryan Ottley. Do you plan to finish the writing in less than a year to clear your calendar for other projects?**

There’s no effort to rush things at all. Because Cory is coming in to do his final six issues before Ryan does his final 12, there’s a little bit of lead time that’s been built up, just because Ryan and Cory have been working concurrently. I’ve been writing Cory’s six issues and the first half of the final story arc at the same time, which has been a bit of a change and somewhat unique. If anything, Ryan is moving slower just because it is a big story and there is a lot of complicated action going on. I would say, more than anything, we’re relishing the end of *Invincible*. It should be pretty cool when all’s said and done, which is our hope.

**It’s had a stellar creative run. Many have asked if it will be adapted into another medium, or maybe even come back for special books in the future. Have you considered any of those options?**

The short answer is... who knows what the future holds. I know we are working towards a conclusion, and that conclusion is a conclusion to the series. Depending on who survives the series, it may not be possible to come back and do more stories. But I certainly would never rule out anything completely.

**Time for reader questions: Lloyd mentions that there’s been some great horror films of late. Are there any you’ve enjoyed in your free time?**

I recently got into *The Conjuring* movies with the release of the new one. It’s great stuff, and there’s a reason it’s so popular. I also



got to watch Adam Wingard’s *Blair Witch* movie in February before anybody even knew it was a *Blair Witch* movie. We know each other because Adam did the pilot of *Outcast*. I have to say, it’s shockingly good. I loved the original *Blair Witch* back in the day, so for him to come in and put a spin on things... it’s really a sequel that does justice to the original. There are a lot of new ideas incorporated which are great.

**“‘The Whisperer War’ will have far-reaching ramifications. There’s a lot of big stuff coming almost immediately after.”**



**Jill L wonders if the quality of Brian K Vaughan’s ‘The Alien’ story has made you think about allowing other comic book writers to tackle *The Walking Dead* world?**

Yeah, it’s certainly something I’ve considered, but it would have to be something as special as Brian and Marcos Martin’s work on ‘The Alien.’

Again, it’s not something I would rule out entirely, but there are no plans as of yet. I guess I’m one percent more open to it than before Brian and Marcos did their thing. But I don’t need a bunch more people making me look bad. (Laughs) •

## SEND TWDM YOUR ROBERT KIRKMAN QUESTIONS

Here’s your chance to ask Robert Kirkman a question about anything and everything to do with *The Walking Dead* universe. Send your questions, thoughts and opinions to [walkingdeadmail@titanemail.com](mailto:walkingdeadmail@titanemail.com), and we’ll put the best ones to the man himself next issue.



A stylized illustration featuring a zombie's face on the right and a hand reaching out from the left. The zombie has a pale, textured skin with dark, hollow eyes and a wide, open mouth showing sharp teeth. The hand is dark and skeletal, with long, pointed fingers. The background is a solid orange color, with a textured, brownish-grey area at the top.

**WORDS:** Toby Weidmann & Russell Cook

## Counting down the Five Great Glenn & Maggie Moments

Glenn and Maggie Greene remain two of our favorite characters in the comic. Although Glenn is no longer with us, his impact is still being felt very much today in the comic, with Maggie always mindful of the memory of her murdered husband. Their first encounter was an interesting one. It happened at the Greene family farm in issue 10: after dinner, Maggie follows Glenn out onto the stoop, where she questions him about his feelings for Carol, who has become Tyreese's lover. He bemoans the fact that everyone else seems to be pairing up except for him. The 19-year-old Maggie's response is direct and to the point: "I'll fuck you. If that's what you're after, I'll fuck you." Glenn would have to be stupid to turn down an offer like that.

A black and white comic book page from 'The Mentalist'. The main panel shows a woman with dark hair sleeping in a bed with a patterned blanket. In the background, there is a nightstand with a lamp and a dresser. An inset panel at the top right shows a close-up of the woman's face with a speech bubble saying "I'll fuck you". To her right, a man's face is shown with a speech bubble saying "WHAT?". A third speech bubble between them says "IF THAT'S WHAT YOU'RE AFTER, I'LL FUCK YOU".

4. Young couples need their privacy for... well, you know. Unfortunately, fighting for survival in the zombie apocalypse doesn't afford much opportunity for 'sexy times,' but in issue 15, Glenn and Maggie find themselves alone in the prison's barbershop, away from prying eyes, not least those of Maggie's father, Hershel. OK, so it's not the most romantic

of locales, but that doesn't seem to trouble Maggie, who proclaims, "Hmm. Never done it in a barber's chair before." The saucy minx! It's time to get it on – all they really need is some Barry White. Somewhere along the way, they also manage to find time to cut each other's hair – we're not sure what that says about Glenn's staying power!





### 3. DON'T LEAVE ME HANGIN'

Issue 55 was one of the darkest hours in Maggie and Glenn's relationship. Devastated by the death of her father and last-surviving brother and riddled with guilt and regret, Maggie decides to end it all and hangs herself. It's only thanks to the quick intervention of Glenn, with the help of Abraham, that she is quickly cut down. However, when it looks like she's died, Abe wants to put a bullet in her head to stop her returning. Rick stops him, and Maggie ultimately gasps back into life.

It's in the aftermath of this event that we see just how strong Glenn and Maggie's relationship has become. It takes time (five issues, no less) for them to eventually talk about the incident, but Maggie finally admits to her husband that it was a moment of weakness that led to her decision to end her life, and she immediately regretted making it. It also made her realize that despite all of the horror, she wants to make a life for herself with Glenn and their adopted daughter, Sophia. "You make life, even this life, worth living, Glenn," she says. "I love you." If you aren't welling up while reading this scene, then you need to take a good hard look at yourself. ◆◆◆

### 2. "I WANT TO LEAVE."

OK, so you're all wondering why we've not included in this list the death of Glenn at the hands of Negan, in front of his pregnant wife and daughter. An earth-shattering moment that ends Glenn and Maggie's relationship forever. Well, the truth is we wanted this list to be a celebration of the couple rather than a dirge, and so have focused on the positives. This particular moment happens in issue 99, with Glenn convincing Maggie to move from Alexandria to the Hilltop, setting in motion events that will eventually lead to Glenn's demise.

So, is this a positive moment? We like to think so. Although it starts with an argument, it ends with the couple being as close as they have ever been. Glenn is full of hope for the future, believing Hilltop is a safer environment for his wife and children



to live, survive and thrive in. Maggie is not as convinced, but she tells him she loves and trusts him, adding: "Wherever you go, I'll follow." As it turns out, it's a terrible decision, but then hindsight is a beautiful thing. At least in this quiet moment of calm before the storm, we are given a glimmer of hope and a touching portrayal of how deep their love is for each other. ◆◆◆◆◆◆◆◆◆◆



### 1. GETTING HITCHED

Getting married is a momentous day in any couple's lives and although, given the choice, they might have decided not to marry in a prison canteen in lovely orange jail garb, with a retired vet for a priest and a congregation of misfits, some of whom they barely know, it's still one of the happiest moments ever depicted in the comic. After seeking the approval of Hershel, Glenn goes down on bended knee in issue 36. Rather brilliantly, Maggie says she needs to think about it, leaving Glenn hanging with a terrified look on his face, before laughingly accepting and telling him he's an idiot for not realizing she was kidding.

The wedding itself takes place in the following issue, as described above. The happy couple have prepared their own vows. Glenn is clearly nervous, stumbling over his words, but the sentiment is clear: "I vow to love you for as long as I have left and do everything in my power to ensure that is a long time." Maggie is more confident in her response: "I pledge to share my life with you. Whether the days to come are happy or sad, I will live them with you." Awwww! TW ◆◆◆



# TOP 5



## SEASON SEVEN FAVORITES

Five things from the comic we want to see in season seven



### 5. TROJAN HORSE

One of the most exciting moments in the comic series is when Carl infiltrates the Sanctuary, the home of Negan and his Saviors. After stowing away in the back of a truck, he jumps out and unloads a machine gun on anyone within close range, mowing down several Saviors before the massive assault rifle he's using overpowers him and he's caught. But it's what follows that's of most interest: the young terror finds himself in the hands of Negan, and we are given an insight into the series' most deadly villain. It's also a hallmark moment for the young hero turned vigilante – a sign of his ability to fight alone and make decisions not sanctioned by his dad. ◆◆◆◆◆

### 4. BIG LOVE

We have to see Negan's plethora of wives. Why? Because the way they submit to their leader's will is indicative of how the Sanctuary is run. Think about it like a protection racket run by the Mob: pay your way, do as you're told and nothing bad will happen. He doesn't mistreat his women, but offers them 'safety' in return for subservience. Interestingly, Dwight's partner (in the TV series she's called Honey) is one of Negan's wives, which, inevitably, causes some friction. The tension this would create on-screen would add extra dynamic to the tyrannical leader. ◆◆◆◆◆



### 3. WAR – WHAT IS IT GOOD FOR?

In the comics, 'All Out War' is one of the most brutal and definitely the most prolonged battles we've seen to date. Three communities come together – Alexandria, the Kingdom and Hilltop – with one goal: remove Negan and stop the Saviors.

As with anything in the zombie apocalypse, things don't go to plan, but our heroes adapt and the fight is a bitter one, with major losses on both sides. This is a tactical battle, and pits the smart minds of two leaders, who

will stop at nothing to maintain their supremacy, against each other. This has to be a part of the show, because it precedes so much and reveals a really interesting dynamic between Rick, Carl and the tyrant himself.

Whether we'll see 'All Out War' begin this season is debatable – after all, we have Ezekiel and the Kingdom to come, plus our heroes need to deal with the bloody aftermath of who Negan kills in the opening episode – but we may well see this storyline kick in during the latter part of the season.






## TOP 5 SEASON 7 WANTS

### 2. THE KINGDOM AWAITS

We previewed the Kingdom in the last issue of *TWDM* because it (and its inhabitants) plays such an important part in the 'All Out War' storyline. We know the Kingdom is coming to the TV series, and we've been told it will be in the first half of the season. There are multiple reasons why we need to see the Kingdom introduced in season seven, not least because its eccentric leader, Ezekiel, owns a pet tiger called Shiva. In the comic series, she is a loving and obedient animal who adores her master. Seeing her ravage the undead on-screen would not only be visually arresting, it would also be awesome! If we all shout "Shiva! Shiva! Shiva!" loud enough, surely we will have to see her do something similar in season seven.

The Kingdom will also bring hope and support for our heroes' cause. We saw a little bit of it in the SDCC trailer, although the hints of its existence were already there in season six: Carol and Morgan were rescued by a man in armor, who looked decidedly like one of Ezekiel's 'knights;' and you may have noticed a knight's spear in the Saviors compound's army. 



### 1. FIRST BLOOD

So, by now, you may well know who Negan battered to death in the opening episode of the season. Pretty shocking, eh?! For those of you who are terribly upset by this event, it's worth bearing in mind that the comic's readers went through exactly the same emotions after reading issue 100. It's natural to feel both shock, anger and sadness after such a twist, but it's also important to remember that the story demanded it.

For Negan to garner the same level of fear in the TV series as he does in the comic, we needed that moment. This would have been lessened if he had chosen a more minor character: it needed to be someone who Rick trusted to really have that terrifying impact. As harrowing as it was to watch, we now have every reason to fear for the lives of the survivors in Rick's group and even more reason to aggressively root for Negan to meet a most horrid end. This is *The Walking Dead*, no one is safe! **RC** •









INTERVIEW JEFFREY DEAN MORGAN

# THE NEW WORLD ORDER

WITH THE SEASON SEVEN PREMIERE LOOMING, THERE'S REALLY ONLY ONE PLACE, OR ONE PERSON, WE COULD START WITH: NEGAN. THE IMPACT OF THIS ANTAGONISTIC CHARACTER IS SET TO CHANGE THE WHOLE DYNAMIC OF THE SHOW, AND WHO BETTER TO ASK WHAT THE FUTURE HOLDS FOR RICK GRIMES AND THE REST OF HIS GANG THAN THE ACTOR WHO PLAYS NEGAN, JEFFREY DEAN MORGAN. *TWDM* GETS THE LOWDOWN FROM THE MAN HIMSELF.

WORDS & INTERVIEW: BRYAN CAIRNS





**THIS PAGE & OPPOSITE:**

The end of season six and beginning of season seven was dreaded by most, but actor Jeffrey Dean Morgan says he was "super-hyped" to be a part of it. Yep, you're going to have to learn to love to hate Negan.

In both the comic and the AMC TV show, Negan certainly knows how to make an entrance. While these moments may not be exactly the same in their portrayal, Negan's debut in the TV show is aesthetically just as bone-chilling. In the season six finale, 'Last Day On Earth,' the grinning, ruthless leader of the Saviors, played by Jeffrey Dean Morgan, exited an RV to address his kneeling captives, namely Rick, Glenn, Maggie, Carl, Daryl, Michonne, Sasha, Eugene, Abraham, Rosita, and Aaron.

After delivering an unsettling monologue, Negan informed Rick and the survivors that he must, "beat the holy hell out of one of you." Brandishing his weapon of choice, a barbed-wire wrapped baseball bat dubbed Lucille, Negan launched into a twisted game of "Eeny, meeny, miny, moe," before landing on his victim. Negan then proceeded to bash someone over and over again with Lucille, although the way it was filmed, the recipient of that beating remains a mystery (*it's possible you know by now, given TWDM's October publication date, but no spoilers from us – ed.*).

Fans were horrified by this disturbing introduction, but upon reflection, the actor who plays Negan was jazzed about how it all played out.

"Other than just pure joy, I was super-hyped about that sequence," Jeffrey Dean Morgan says by phone from Atlanta, Georgia, where filming for season seven is already well underway. "As an actor to step into Negan's shoes, and as a fan of the show, there was as much excitement as anything else. That being said, I wanted to get it right. Negan is such a special character in those comic books. It was important to me, as well as Scott Gimple, Greg Nicotero and Robert Kirkman, that we put life into him and do it in a way that is respectful to the comics as much as possible.

"Yet, when you are doing a TV show or film, you need some breathing room," continues Morgan. "In the comics, you get some panels here and there. It's a whole different thing when you are moving and grooving. You are bringing this guy to life. I've done quite a few comic book characters during my career, and with this

one in particular, there's a lot of stuff for me to do in this show. It's finding that line between what we see in the comic books and putting our own spin on him. There's a lot of stuff that we see with Negan that isn't drawn into a comic book at all."

**"I've watched the show since the beginning... The most important part is you care about these characters, the journey they are on."**



## WHO THE HELL IS...?

**NAME:** Jeffrey Dean Morgan

**THE WALKING DEAD CHARACTER:**

Negan

**DATE OF BIRTH:** April 22

**PLACE OF BIRTH:**

Seattle, Washington

**BIOGRAPHY:** Growing up in Seattle, Morgan was a very proficient basketball player and was captain of the Lake Washington High School varsity team. He even landed a scholarship to a nearby college and had aspirations of going pro, before injury saw him turn to his second love, acting. He made his feature film debut in *Uncaged* (1991), and has since starred in more than 20 movies, including big screen adaptations of the comic books *The Losers* (2010) and *Watchmen* (2009). But he is perhaps best known for his TV work, most notably on *Grey's Anatomy*, *Supernatural* and, most recently, *The Good Wife*. He's also had guest spots on the likes of *Weeds*, *The OC*, *Star Trek: Enterprise*, *JAG*, *Walker, Texas Ranger*, and *Sliders*.

**TIDBIT:** Morgan and his two friends, Paul Rudd (aka Ant Man!) and Andy, co-own a candy store in Rhinebeck, NY called Samuel's Sweet Shop. They had made friends with the original owner several years before, and when he sadly died in 2014, the three stepped in to ensure the shop's 20-year legacy of serving fine chocolate and delicious candy to the area continued. Morgan told *Huffington Post* that he hated the idea of it turning into some kind of faceless chain store, so they decided to invest.

Sources: CBS, *Huffington Post*, IMDb

**“Negan is such a special character in the comic book. It was important to me that we put life into him that is as respectful to the comics as possible.”**

characters, the journey they are on and their interaction with each other.”

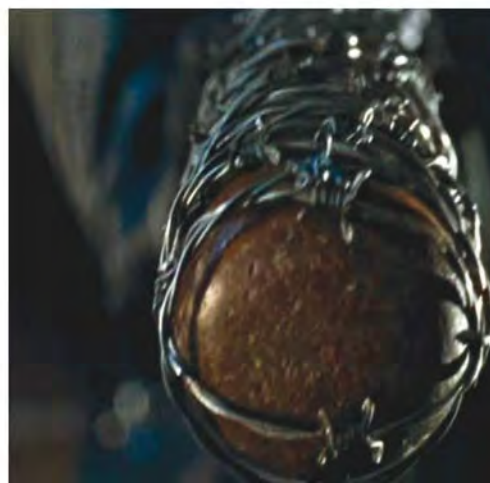
Although he's followed the show from the start, Morgan says he was a little late getting in to the comic. Indeed, his introduction to it was at a convention several years ago when, he says: “Someone approached me and said, ‘Have you seen *The Walking Dead* comic stuff? There's this character named Negan. You should take a look at it.’ This was five or six years ago. It took me a little bit, but I finally got around to looking at it. I read some of the Negan stuff and was like, ‘This is a helluva character. If this ever gets to the TV show, how cool would that be?’ It was just pure luck that my phone rang one day and it was an offer to play Negan. I was aware of him, certainly. I watched the show, so I knew the timeline was about right. But, I was in the middle of doing *The Good Wife*.”

As Morgan notes he was busy midway through the seventh season on *The Good Wife* when he got the call. Did that put any doubts into his mind about whether he was available to play it?

### IF THE SHOE FITS

It's been a busy year for Morgan. Best known for stints on such television projects as *Supernatural*, *Grey's Anatomy*, and *Magic City*, as well as the movies *The Losers*, *Watchmen* and *The Possession*, the actor more recently completed arcs on *Extant* and *The Good Wife*. Now, here he is on *The Walking Dead*, a series that's enthralled him since its debut, and in a role fans believe he was tailor-made to play.

“I've watched the show since the beginning,” Morgan reports. “I thought making a series with the zombie genre was such an original idea at the time... The difference between this and anything else they've tried to do in this genre of television is it's so character-driven. The characters are very well thought out and you get to know these guys and love them – or hate them – as it were. That's rare when you are dealing with this sort of genre. It's usually about the blood, gore and zombies of it all, although there's plenty of that, too. But I think the most important part is you care about these





## MORGAN MATERIAL

Random observations from Jeffrey Dean Morgan...

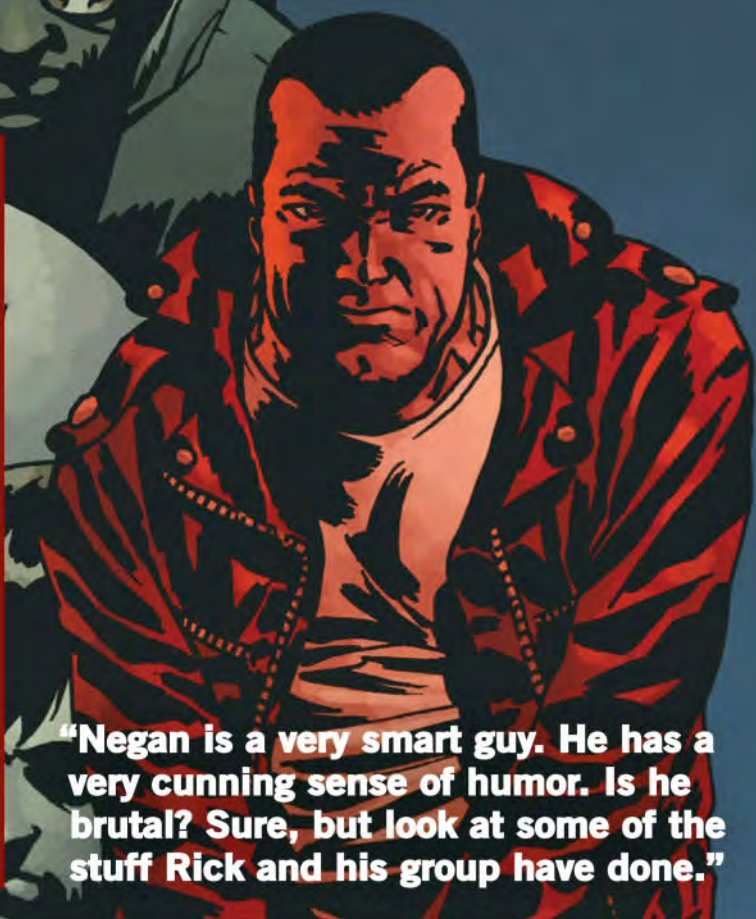
### MORGAN ON FANS CONSTANTLY ASKING HIM WHO NEGAN KILLED:

"I've been in this business for 30 years now. I live up on a farm in the middle of nowhere. I do my business. I go to work every day. The only other thing that's ever elicited any fan response like this was when I was on *Grey's Anatomy*. It was a totally different kind of deal.

"Before *The Walking Dead* finale even aired, when it was announced I was doing this show, it became a thing. I can't go anywhere without someone approaching me, especially in Georgia. Everyone knows we're down here shooting. A lot of times with Norman [Reedus], we ride our motorcycles everywhere. When you are with him, you are bound to have a group of people around you. It's asked daily, probably 10 times a day."

### MORGAN ON THE IMPORTANCE OF LEARNING NEGAN'S BACKSTORY:

"I wish I could say it was more important. Before I took the role, I was told Negan was a car salesperson. As I was shooting season seven, [Robert] Kirkman started releasing Negan's backstory. He's now a ping pong coach and a dad and married. At that point, I'd already done my work as far as who I thought he needed to be. Kirkman was a little bit late. I needed that seven months ago. It hasn't changed my performance though."



**"Negan is a very smart guy. He has a very cunning sense of humor. Is he brutal? Sure, but look at some of the stuff Rick and his group have done."**

"When my agents called, they were like, 'Well, they won't tell us who the character is. They just say it's a Big Bad,'" Morgan says. "I immediately knew who it was. I was like, 'It's Negan. And, if it is Negan, we have to find a way to do it.' It worked out. I'm so happy to be part of this crazy family and I'm having the time of my life. I've never had more fun doing anything or with a better group of people."

### WHO'S THE BAD GUY?

Negan comes off as psychopathic, foul-mouthed and sadistic, yet he possesses charisma, charm and wit. He isn't above negotiating with or sparing those he deems useful. Morgan acknowledges that even though a couple of his past characters have been labeled as 'villains,' he never lumps them in that category, and that applies to Negan, too.

"In Negan's case, there are some very strong parallels between the Saviors and our survivors that we've been following the last six seasons," Morgan notes. "This apocalyptic event happened, zombies have taken over and the people who have managed to survive have done so in a very similar fashion. Leaders arise out of the guts and gore of this world. You look at Rick Grimes and he's one of them. Rick has his followers.

"At the other end of the spectrum, but very parallel to that, is Negan and his group of Saviors," continues Morgan. "Negan is a very smart guy. He has a very cunning sense of humor. Is he brutal? Sure, but look at some of the stuff Rick and his group have done over the course of the last six years. We saw Rick bite a guy's throat out, for God's sake. Is anything Negan doing any worse than that? Not

**"I'm having the time of my life. I've never had more fun doing anything or with a better group of people."**

necessarily. It's just that we've been following Rick and his group's story for so long that they've become our heroes. If we had been following Negan's story for the last six years, he would be ours. But when these two forces collide, and they are going to collide, I suppose I have to be the bad guy in that circumstance. But, the way I play him, no, he's not a bad guy. He's a guy who figured out how to live in this world and keep people alive and protect what is his. I just want to play him with as much relish and fun as possible."

### START AS THEY MEAN TO FINISH

When *The Walking Dead*'s seventh season kicks off on October 23, it will pick up exactly where the last season ended. Audiences will immediately learn who Negan struck down. Morgan describes what comes after that as "borderline epic."

The actor says with a chortle: "People are going to hate Negan. There's no doubt about it. People are going to despise him. That being said, even the people that hate him are going to love hating him. There's not a day that goes by when Norman [Reedus] or Andy [Lincoln] don't come up to me and just shake their heads and are like, 'Oh, man! People are going to kill you.'

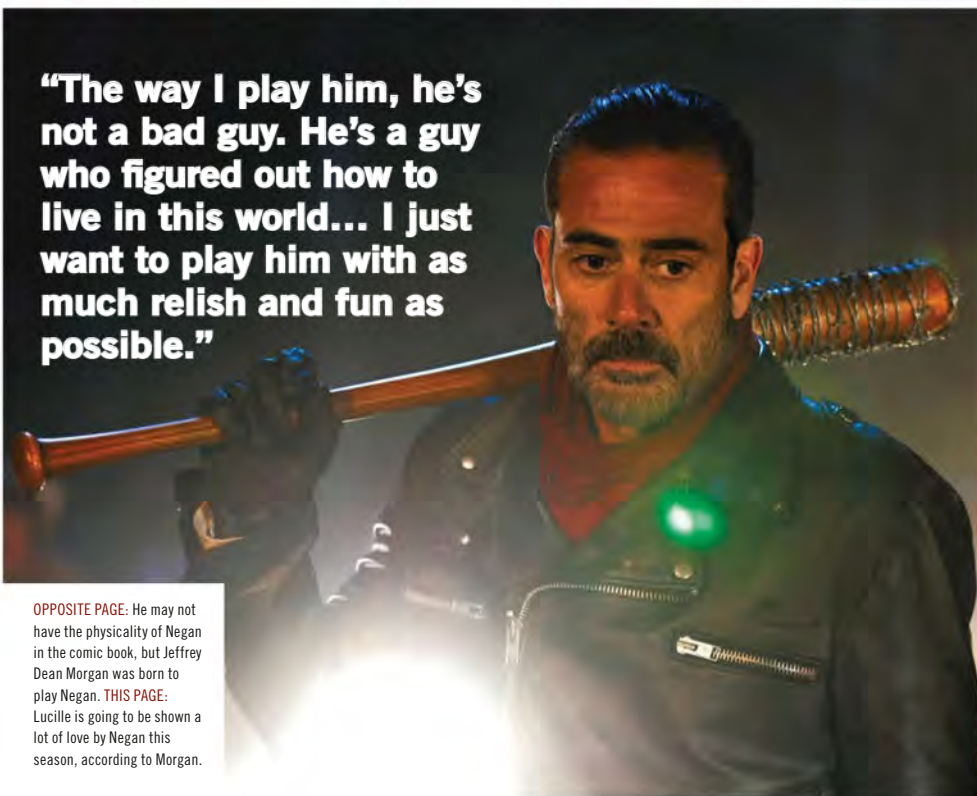
"The show is going through a major shift," adds Morgan. "It's going to be a bit of a different show. It might shock people. You're used to the pecking order of how the world works and people establishing who they are among these zombies. Well, not anymore. That's about to get turned on its ass. When fans get through [episode] 701, they are going to see a different ballgame."

Negan could have easily singled out Rick and smashed him to a pulp. That violent act would most likely have shattered the Alexandrians' spirit and kept them in line. But Morgan notes that that isn't Negan's *modus operandi*.

"The best thing that he can do is break Rick, not kill him," he explains. "If he kills him, who knows what the rest of the group



**"The way I play him, he's not a bad guy. He's a guy who figured out how to live in this world... I just want to play him with as much relish and fun as possible."**



**OPPOSITE PAGE:** He may not have the physicality of Negan in the comic book, but Jeffrey Dean Morgan was born to play Negan. **THIS PAGE:** Lucille is going to be shown a lot of love by Negan this season, according to Morgan.

is going to do. Are they going to fall apart? He wants these people to work for him. A broken Rick is not only more valuable to him, it's also more fun. I think Negan is big on the fun aspect of it. We can't forget that. He gets enjoyment out of that. Rick is a leader for a reason. I can use him on my side. It's going to be about breaking him. It started at the end of season six."

Morgan says Negan has gone through all of this before with other community leaders – we learn that the Hilltop for one has been conquered by the Saviors in just the same way, albeit Negan didn't even bother to show up for that event. However, he is something of an old hand at showing leaders their place.

"He obviously has relationships with other communities in this world," Morgan adds. "He hasn't killed a leader, but he has killed those around the leader and made all of them do his bidding. Rick is just another example of that. If you're following the comics, that's going to run into some speed bumps."

### LIKE FATHER, LIKE SON

If the TV show mirrors the comic book, viewers can also expect tension between Negan and Carl. In the source material, Carl embarks on a mission to kill Negan that doesn't end well. However, for some strange reason, Negan exhibits a soft spot for Carl – although one suspects that by manipulating Carl, he is usurping his father, Rick, and thus dominating him, too.

"Negan respects him," Morgan offers. "Negan may see a little bit of himself in this kid. As a fan of the show, I've seen what Carl has gone through over the last six seasons, which is a lot. I won't say Negan sympathizes with him, because he doesn't feel sorry for Carl, but he understands and appreciates him. I feel at some point Negan wants to take Carl under his wing. Negan sees something special in this kid. Imagine this world; I don't think a lot of people would come out of it quite as hard, at such a young age, as the

**"The show is going through a major shift. It's going to be a bit of a different show. It might shock people."**

young Carl Grimes. Negan treats him kind of as an equal, as an adult, which is at least happening in the comic book. That sparks this crazy, weird relationship they have. I'm sure hoping we explore that."

As for Negan's other major relationship, Morgan points to Lucille. Negan talks about her. He caresses her. The two get cozy. Morgan even refers to Lucille as 'Negan's appendage.'

"You are going to see a lot of Lucille love coming from Negan," Morgan says. "She's an important part of not only him, but the story, moving forward. Negan is weird. He does and says things that are shocking, but now I'm so used to the 'Negan' of it all.

"This role is unlike anything I've ever done in my life," Morgan concludes. "It's completely changed how I talk, how I walk and how I move. I've never done anything like this. There's always more 'Jeff' in roles I've done. In this case, it's something completely different. I go on set and I turn into Negan. Weird stuff happens with this character and Lucille is a big part of that weirdness." •

### MORGAN A MAN

A select filmography of Jeffrey Dean Morgan...

2015 *Guns For Hire*  
2015 *Heist*  
2015 *Extant*  
(TV series, 13 episodes)  
2015 *Solace*  
2015 *Texas Rising*  
(TV mini-series)  
2015 *The Secret Life Of Marilyn Monroe* (TV mini-series)  
2015-2016 *The Good Wife*  
(TV series, 19 episodes)  
2014 *The Salvation*  
2012 *Red Dawn*  
2012-2013 *Magic City* (TV series, 16 episodes)  
2012 *The Possession*  
2012 *The Courier*  
2011 *The Resident*  
2010 *The Losers*  
2009 *Taking Woodstock*  
2009 *Watchmen*  
2008 *Days Of Wrath*  
2006-2009 *Grey's Anatomy*  
(TV series, 23 episodes)  
2005-2008 *Supernatural*  
(TV series, 12 episodes)  
2008 *The Accidental Husband*  
2007 *P.S. I Love You*  
2005 *Chasing Ghosts*  
2004 *Dead & Breakfast*  
1999 *Road Kill*  
1997 *Legal Deceit*  
1996-1997 *The Burning Zone*  
(TV series, 11 episodes)  
1991 *Uncaged*

Jeffrey Dean Morgan on IMDb:  
[gb.imdb.com/name/nm0604742/](http://gb.imdb.com/name/nm0604742/)





# THE JUNG ONES





**“COLLECTIVE UNCONSCIOUSNESS DOES NOT DEVELOP INDIVIDUALLY, BUT IS INHERITED. IT CONSISTS OF PRE-EXISTENT FORMS, THE ARCHETYPES.”** **CARL JUNG**



## CARL JUNG, ARCHETYPES, MYTHS & *THE WALKING DEAD*

If films, television shows and novels (including comic books) are the contemporary form of storytelling, the modern fairytale so to speak, then it stands to reason that they also adhere to the same principles, themes and characteristics as the myths of yore. The concept of the Archetype – shared traits and patterns of behavior – is not a new one (it can be traced right back to Plato), but it is through the work of renowned psychologist Carl Jung that the theory really found traction. Just as Jung used it for psychoanalysis, others, such as mythologist Joseph Campbell, adapted the idea for analyzing literature and other forms of modern storytelling. Over the next few pages, Broadcast Thought examines Jung’s archetypes in relation to *The Walking Dead*, looking at how unconscious concepts not only affect our heroes and their journey, but also how we, the audience, relate to them.

**WORDS:** Broadcast Thought



**A**lthough none of us have ever had to fight the dead and fear the living in a zombie apocalypse, the world of *The Walking Dead* nonetheless resonates with us because it taps into our collective unconscious, playing on our innate fears. Part of *The Walking Dead*'s fun is fantasizing about how we could survive a zombie apocalypse and, ultimately, face our own deaths.

Would you be a revered father figure like Rick, or a sadistic psychopath like Negan? Could you be a cannibal like Chris and the Hunters, or would you be even more of a trickster like a Whisperer, who wears the skin of a walker to hide amongst them?

But beyond mere poster boys for bad behavior, the characters of *The Walking Dead* might actually reflect unconscious templates that influence how we present ourselves to the world and are true to ourselves.

These universal patterns of human experience, called *archetypes* by famed psychiatrist Carl Jung, unconsciously guide us through life. Indeed, archetypes are essential elements of storytelling. So what sort of Jungian archetypes might be present in *The Walking Dead*, and what purpose do they serve?



## THE HERO

Rick Grimes awoke from a coma to a world in disorder. People around him are dead and want to eat him. His best friend, Shane, has been hooking up with his wife, Lori. He later loses that best friend and wife, has to deal with the grief of losing a child (or caring for one in this post-apocalyptic world), and has many people looking to him for guidance. Although his situation as a survivor isn't unique, Rick's actions differentiate him from other characters in *The Walking Dead*, making him the Jungian archetypal figure of the hero.



**"THE HERO'S NATURE IS HUMAN BUT RAISED TO THE LIMIT OF THE SUPERNATURAL – HE IS SEMI-DIVINE."**  
**CARL JUNG**



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## THIS PAGE &amp; OPPOSITE:

While there are many heroic characters in *The Walking Dead*, there is only one hero, in a Jungian sense: Rick Grimes. It's through him the story is told – he's the leader of the group (albeit sometimes reluctantly) and who the other characters gravitate towards.



Jung described the hero as, “the one who conquers the dragon, not the one who is devoured by it...” This seems to capture the essence of Rick, who has, thus far, slain all sorts of dragons: walkers, Woodbury and the Governor, the Hunters and Terminus, and, of course, Negan. Well, Rick hasn't exactly conquered that last dragon, but Rick's tactics in taking on Negan reflect the Jungian hero's “genuine claim to self-confidence.” Nothing shows this more than in season six's ‘Not Tomorrow Yet’ when Rick and his group preemptively slaughter a slew of Savivors in their lair.

The great loss that Rick later experiences at the hands – and bat – of Negan is also part of the hero motif: The hero struggles. He suffers. He sacrifices. And he struggles and suffers and sacrifices some more. The universality of Rick's experiences resonates with us and keeps us coming back to see whether he – and this aspect of us – will remain a hero or get crushed by the challenges ahead.

Sometimes, Jungian archetypes enter our conscious minds when they are expressed through symbols – images, emotions, actions, and behaviors – that evoke a host

## THE MAKING OF A HERO

What makes a hero a hero? And does Rick Grimes fit that description? *TWDM* looks to Joseph Campbell and his seminal deconstruction of myths, *The Hero With A Thousand Faces*, to find out. **WORDS:** Rich Matthews

**“A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man.”**

— Joseph Campbell, *The Hero With A Thousand Faces* ▶





**“APART FROM HIS CLEVERNESS, WISDOM AND INSIGHT, THE OLD MAN IS ALSO NOTABLE FOR HIS MORAL QUALITIES... HE TESTS THE MORAL QUALITIES OF OTHERS.”**

### **CARL JUNG**

of associations that trigger us. Unbeknown to those in Rick's group, they are also deeply affected by the symbols that are Rick's actions. In 'Remember' (season five), Rick appears willing to step down as leader and allow Deanna to rule the Alexandria Safe-zone. However, he doesn't step out of the hero archetype; rather, he confidentially tells select members of his group that if the Alexandrians cannot protect themselves, Rick's group will have to take over.

Similarly, in issue 150 of the comic, after the Whisperer attacks, Rick gives a rousing speech: “We need a dedicated force... to protect us and keep us safe, that can be sent in at times like this... to annihilate anything that poses a threat. An army prepared for anything... that can wipe the Whisperers off the face of the Earth.”

These bold statements and his willingness to take on yet more 'dragons' draws the people around him to understand him even more. They see him as the one who will protect



### **IS ANYONE TRULY A HERO?**

Renowned mythologist Joseph Campbell famously researched and analyzed an array of myths, legends and folktales from different cultures, discovering and expounding the stages of the 'Hero's Journey' common across all societies' stories of adventure. His writing, and the 12 basic stages of the journey (the Ordinary World; Call To Adventure; Refusal; Meeting With The Mentor; Crossing The Threshold; Trials, Allies And Enemies; Approach To The Inmost







**"THE OLD MAN IN FAIRYTALES ASKS QUESTIONS LIKE WHO, WHY, WHENCE AND WHITHER FOR THE PURPOSE OF INDUCING SELF-REFLECTION AND MOBILIZING THE MORAL FORCES." CARL JUNG**



## FEATURE ARCHETYPES

### WHO THE HELL ARE... BROADCAST THOUGHT?



Broadcast Thought is a group of three board-certified physicians — H Eric Bender, MD, Praveen R Kambam, MD, and Vasilis K Pozios, MD — who specialize in forensic, child and adolescent, and adult psychiatry. During a chance encounter at an academic conference, the trio reminisced about their life-long love of media and pop culture, in particular film, television, and comic books. Over lunch, the seed of Broadcast Thought was born: to shift the paradigm of how the media and entertainment industries portray mental health issues.

The initial goals were clear: to harness various forms of entertainment to responsibly translate medical jargon, to lessen stigma surrounding mental health, and to ethically teach about mental health in accessible, relevant, and compelling ways. Since then, the doctors have become creative consultants, subject matter experts, and co-creators of mental health related content. All of which makes them the perfect team to comment about the psychological effects that a zombie apocalypse might have on different people.

Find out more at:  
[www.BroadcastThought.com](http://www.BroadcastThought.com)  
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@BTdocs

and do what is right for them, as the one who will conquer. What's more, Rick's actions inspire others to be heroes as well.

**THIS PAGE & OPPOSITE:** As mentors go, Hershel is a pretty good example of Carl Jung's wise old man archetype. He was Rick's go-to voice of reason and a key advisor in both the comic and the TV series. We miss him!

### THE WISE OLD MAN

Every good hero needs a mentor. Hershel represents the Jungian archetype of the wise old man. Though his strength is not physical prowess, the wise old man, like a loving grandfather, exerts his influence through wisdom of experience, guiding others through life's challenges.

Several other characters have served this role (including Dale, in the comic; Carol, in the show; and Morgan in both), but Hershel is the most prominent wise old man in the series: it is he who most often reminds Rick of who Rick is and who he might become.



Cave; Ordeal; Reward; The Road Back; Resurrection; Return With The Elixir — but there can be more), have most famously been consciously applied in popular culture by filmmaker George Lucas when he conceived *Star Wars* and its hero, Luke Skywalker. (Note: Campbell originally laid out 17 stages; this was adapted into 12 by Hollywood studio exec Christopher Vogler in the 1990s, applying them to our main contemporary form of storytelling, movies — ed.) However, Campbell's concepts are deeply

imbedded in our collective psyche, so much so that they provide the fundaments of any satisfying heroic storytelling. The Hero's Journey monomyth is so prevalent in comic books, it is almost coded into their DNA.

Ongoing serialized storytelling is harder to categorize across the broad structure of the monomyth because of their series of 'false' conclusions and repetitions of the cycle, so deconstructing *The Walking Dead* naturally focuses ▶





Could Rick have fulfilled his destiny without the wisdom of Hershel? Maybe, but certainly Hershel's wisdom helped keep Rick out of the shadows.

## THE SHADOW

To those around him, Negan might seem like a hero, but his dark violence reveals the Jungian archetype that he represents: the shadow. The shadow symbolizes the dark side of oneself, the monstrous qualities that we are reluctant to acknowledge and therefore repress. Well, Negan has no problem showing that side of himself. In Negan's own words as he prepares for war against Rick: "We're the big

swinging dick of this world, have been for a long fucking time... But it seems people are forgetting that. So now our big swinging dick is going to swing harder... and faster, until we take off like a motherfucking helicopter and blow all these motherfuckers away" (issue 114).

Negan has no qualms about stealing, extorting, killing, and even enslaving women for his personal desires. He leaves Alexandria with stolen supplies (issue 104), burns the faces of those who are disloyal, and brutally murders simply to express distaste (issue 100). While we all may have fleeting violent thoughts, most

**"THE RECOGNITION AND UNAVOIDABLE INTEGRATION OF THE SHADOW CREATE SUCH A HARROWING SITUATION THAT NOBODY BUT A SAVIOR CAN UNDO THE TANGLED WEB OF FATE."**

**CARL JUNG**



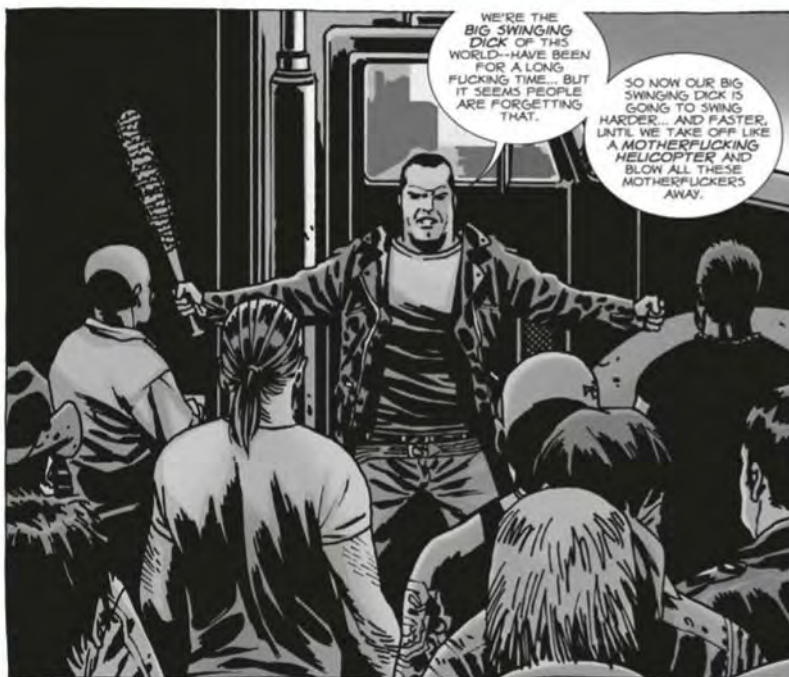
on strands of story, rather than the overarching whole. But one fact becomes undeniable: if you are searching for Kirkman's Hercules or Skywalker, there is only one monomyth – Rick Grimes.

## THE CYCLES OF LIFE

Campbell's journey falls into three distinct cycles, which you could argue Rick has already passed through, essentially completing his journey. These cycles are:







**“THE SHADOW, ALTHOUGH BY DEFINITION A NEGATIVE FIGURE, SOMETIMES HAS CERTAIN CLEARLY DISCERNIBLE TRAITS AND ASSOCIATIONS WHICH POINT TO A QUITE DIFFERENT BACKGROUND.”**

**CARL JUNG**

**THIS PAGE & OPPOSITE:**

Negan in both his guises represents Carl Jung's shadow archetype – he is not only in touch with his dark side but actively embraces it. Which makes him one scary sonuvabitch!

people don't act on them. In other words, acting on such thoughts – not the thoughts themselves – is what makes Negan scary.

Indeed, Jung thought that we should be in touch with these dark parts of ourselves, which he referred to as *chthonic*. Although Jung likely would not have condoned Negan's actions, he would have argued that when we try to reject these unsavory, grotesque parts of ourselves that are

not socially acceptable, we mistakenly deny parts of our existence.

Surely Negan's psyche isn't conflicted here – he seems fine and dandy with his darkness. As he tells Alpha in issue 156, “I don't feel anymore. I don't feel sad. I don't feel scared. I don't feel happy. I'm just... here. That's my strength. That's why I'm alive.” And then he cuts her head off with a knife.

**ANIMA/ANIMUS**

Like Negan, Carol has to embrace more aggressive aspects of herself in order to survive. Jung believed that as

**Separation:** leaving the past behind to head towards adventure (in Rick's case not willingly, but that is semantics);

**Initiation:** traversing the 'underworld' to tackle the trials that will transform him from man to hero, drawing wisdom from mentors, finding allies, making enemies;

**The Return:** the true hero emerges, unshackled from the past.

It is Rick we follow as he is forced out of the ordinary world into the supernatural underworld where the dead walk; it is Rick who encounters the many players, in all their archetypal forms; it is Rick who goes through hell (bereavement, depression and a mental breakdown, losing a hand) to emerge as a true leader, not concerned with power for its own sake, naturally proffering the 'boon' (in pure time, bathing in his heroic aura and being the better for it) for anyone allied to him. It's Rick's life at the center of ▶







## “THE THREAT TO ONE’S INMOST SELF FROM DRAGONS AND SERPENTS POINTS TO THE DANGER OF THE NEWLY ACQUIRED CONSCIOUSNESS BEING SWALLOWED UP AGAIN BY THE INSTINCTIVE PSYCHE, THE UNCONSCIOUS.” **CARL JUNG**

a person develops a gender identity, such as that of being female, she represses aspects of her personality which might be considered more masculine. Jung theorized these traits represent the masculine archetype *animus* (or conversely the feminine archetype *anima*).

Jung might have argued that Carol’s persona in the TV show was that of an abused partner. If she had not been able to gain awareness of her animus, she would not have survived. She would never have blown up Terminus, made those numerous trips to the arsenal in Alexandria, killed the wolves or gunned down the Savivors along the road.

Jung thought that if we don’t integrate unconscious archetypal elements of ourselves into our persona, or our outward, conscious identity, we

experience internal conflict, anxiety, and repression of our true selves. This kind of enlightenment is the last goal for most people in the zombie apocalypse, except maybe Morgan... and Father Gabriel... and the-forensic-psychiatrist-turned-cheesemaker Eastman.

But maybe it should be. In the landscape of *The Walking Dead*, the stakes for not being in touch with repressed archetypes may be higher than in the real world.

### ARCHETYPAL EVENTS

Aside from archetypal figures, Jung also theorized the existence of

**ABOVE:** Morgan has become a wise old man archetype. **RIGHT:** Carol’s awareness of her animus allowed her to become a force to be reckoned with.

**OPPOSITE PAGE:** Julie and Chris were unable to embrace their true selves. As such, their fates were inevitable.



the comic book’s storyline, which is already 150-plus issues strong and not set to end any time soon.

You could argue that *The Walking Dead* has had many heroes at different stages of their own journey – in the TV series, Daryl springs immediately to mind, alongside Carl, Glenn, Michonne, even Shane – but in its strictest application, only Rick fits the criteria, standing tall above the other overlapping archetypes, such as Allies (Daryl, Glenn and Michonne’s true function in the monomyth), Shapeshifters (characters



such as Shane, Lori or Andrea, whose roles change), Mentors (Dale and Hershel are the prime mystics in this universe) and Shadows (where do we start? There’s Negan, the Governor, Alpha, the walkers...).

Character archetypes are defined by how they relate to the hero. All the characters orbit Rick. That’s why the TV show’s decision to romantically link Rick and Michonne makes sense, even as it deviates from the comic book. The comic book version of their relationship as tough, platonic kindred spirits is







archetypal events – basically, examples of archetypes in action – such as birth and death. In *The Walking Dead*, the apocalypse itself is an archetypal event that brings out innate, unconscious thoughts and feelings we have about the end of the world. It actually incites expression of archetypes within humans, particularly those in the shadows, seemingly at hyper-speed.

What's more, the events of the apocalypse surely cause death, but they also spur – downright demand – rebirth on many levels. The Governor used to work a desk job, and he was reborn a sociopath, a shadow in touch with all that is chthonic. Morgan was a grief-stricken man when he saw his wife and child die and turn, but after an attitude adjustment via aikido, he was reborn a wise old man. Although Rick Grimes was a sheriff, he wasn't a hero until the apocalypse was upon him and he was forced to lead.

So while we are drawn to *The Walking Dead* characters (and the archetypes they represent), our interest is also piqued by the consequences of the archetype that is the zombie apocalypse.

### TRUE SELVES

According to Jung, when we can make room for our repressed, unconscious archetypal parts of ourselves in our conscious thoughts, the more we realize our true selves – and the less internal conflict we will experience.

For the characters of *The Walking Dead*, not doing so means death.

Don't believe us? Just ask all the characters who have paid the price for not expressing the archetypes within them: from Dr Jenner (season one's 'TS-19') to Tyreese's daughter Julie (issue 14) and Carol (issue 41).

And what about internal conflict? Without it, there would be no story.

So, while Rick struggles and sacrifices, we may relate to him; and while Negan curses and clobbers, we may be repulsed by him. Maybe that's because we're not as enlightened as Jung would like us to be. Or maybe that's because we haven't experienced an apocalypse that requires the archetypes within us to come out of the shadows so we can survive for at least another episode or issue. •

### READING LIST

The works of Carl Jung and Joseph Campbell are very complex and demanding. What you've read here barely scratches the surface of their theories on archetypes, the collective unconsciousness, and so on. If you want to read more, here's some suggested literature...

Joseph Campbell – *The Hero With A Thousand Faces* (third edition, 2008)

CG Jung – *The Archetypes And The Collected Unconsciousness* (second edition, 1991)

Christopher Vogler – *The Writer's Journey* (third edition, 2007)

subtler, but you can't argue that she would not be drawn to his strength.

### GRIMES INCORPORATED

Rick is the protagonist, and a protagonist in a dog-eat-dog world has the moment of decision during the trials to either follow a selfish path to become the antagonist (an anti-hero, à la Clint Eastwood's 'Man With No Name' persona) or to follow the wisdom of the mystic (kind old Hershel is even a veterinarian – a

callback to how ancient mystics often communed with animals and nature) to embrace his heroic destiny.

In the longer game, Carl may be en route through the monomyth, which would be fascinating because his 'ordinary world' is the land of the walkers. Where will his journey take him as he supersedes an aging Rick? The evidence suggests that Carl may already be an anti-hero, his facial disfigurement pointing towards a darker destiny. As he says: "You tried to protect me from all this, and for the most part you did

a good job, better than pretty much anything anyone could have. You're Rick Grimes. But this happened... I got hurt. I didn't make it through unscathed, and I have to carry this with me for the rest of my life."

But maybe Carl's already in his own underworld, suffering his ordeal, readying himself to emerge as the new hero. That may well depend on exactly what happens to Rick in the future. Ancient tales usually insist that fathers have to die in order for their sons to ascend to the mantle of the hero...





# ***Fear The Walking Dad***

IT'S BEEN AN EVENTFUL TIME FOR TRAVIS MANAWA IN THE FIRST AND SECOND SEASON OF AMC'S *FEAR THE WALKING DEAD*. NOT ONLY HAS HE TRIED TO HOLD TOGETHER AN INCREASINGLY DYSFUNCTIONAL FAMILY AND PLAY FATHER TO A DISTURBED TEENAGER, HE'S ALSO HAD TO FACE THE UNDEAD, PIRATES AND SOME BIG EGOS AMONG HIS SURVIVOR SET. AS ACTOR CLIFF CURTIS TELLS *TWDM*, ALTHOUGH TRAVIS HAS TRIED TO KEEP HIS MORALITY IN CHECK HE HAS ALSO HAD TO TOUGHEN UP TO SURVIVE IN THE WORLD OF THE DEAD. SOMETIMES DAD DOESN'T ALWAYS KNOW BEST. **WORDS & INTERVIEW:** TARA BENNETT





INTERVIEW **CLIFF CURTIS**



W

hen it comes to the myriad of characters who survive in *The Walking Dead* universe, it's important to remember that not everyone is a Rick Grimes... and that's OK.

Case in point: Travis Manawa of AMC's *Fear The Walking Dead*. In the pilot episode of *The*

*Walking Dead* companion series, Travis was introduced as, in all ways (barring his devotion as a parent), the antithesis of Sheriff Grimes. As a Los Angeles high school English teacher, Travis was an unremarkable everyman who spent his days navigating unruly teenagers – both in the hallways and at home – instead of busting criminals as an authority figure for a living.

"Travis is not Rick Grimes," New Zealand actor Cliff Curtis says warmly of his character. "It's kind of tough, because we'd all like to predict ourselves as the Rick Grimes. But Travis is not the alpha male, and that's good for the show. You have to have the secondary tier characters who give support to the lead characters, and Travis has emerged as that. He gives voice to the humanity of the show that normal people wouldn't want to live this way. I think he feels more like a Morgan, or Lori Grimes, at this stage."

Asked to characterize Travis' strengths, Curtis asserts: "He's a good guy. In season one, you wouldn't mind inviting him to [meet] the family. If my sister came home with a Travis, I'd see he's a nice guy with a steady job. He's nice to your kids even when they're mean to him. He's not a macho, egotistical guy. I was really pleased with that."

## GLASS HALF-FULL

In the 20 episodes of the series to date, in which we've witnessed the world succumbing to the zombie apocalypse, Travis has been put through the wringer trying to maintain a moral compass as the last vestiges of humanity transform around him and his family.

"Because he's such an idealist and optimist, I always thought he was the least likely to survive, because those traits are often



**ABOVE:** Travis (Cliff Curtis) and his son Chris (Lorenzo James Henrie) have some big problems to solve ('Do Not Disturb'). **BELOW:** The original Manawa family unit. **OPPOSITE PAGE, TOP:** Travis has made some hard choices in season two already ('Shiva'). **MIDDLE:** The rescue plan in 'Captive' could have gone better.

punished in this genre," Curtis chuckles. "But I really like that about him, because somebody in the world of the zombie apocalypse has to be human in that sense, you know?"

Indeed, Travis has worked overtime to protect his extended family, including his biological son, Chris (Lorenzo James Henrie), and the older teenage children of his girlfriend, Madison Clark (Kim Dickens). Their very tense, not-so blended family has been at constant odds, with Nick Clark (Frank Dillane) de-toxing from heroin addiction, Alicia Clark (Alicia Debnam-Carey) making some deeply naïve yet headstrong choices, and Chris resenting his parents' break-up. Running interference and laying down fair-minded judgment calls certainly hasn't put Travis in a sexy light.

Curtis agrees and says it's hard to compete with "courageous characters" such as Madison, Salazar (Ruben Blades), Strand (Colman Domingo), and Nick.

"Nick and Strand are characters that if you met them in the normal world, you'd go, 'Oh, I'm not sure about those guys,'" Curtis laughs. "But in a zombie apocalypse, they are your best friends. Those guys will survive come hell or high water. Travis? Poor Travis," the actor sighs dramatically for effect. "He doesn't want to hurt anybody, doesn't want to kill and doesn't

**"BECAUSE HE'S SUCH AN IDEALIST AND OPTIMIST, I ALWAYS THOUGHT HE WAS THE LEAST LIKELY TO SURVIVE... BUT SOMEBODY IN THIS WORLD HAS TO BE HUMAN."**





## WHO THE HELL IS...?

**NAME:** Cliff Curtis

**THE WALKING DEAD CHARACTER:**

Travis Manawa

**BIRTHDATE:** July 27

**PLACE OF BIRTH:** Rotorua, New Zealand

**MINI BIO:** Cliff Curtis was born on the north island of New Zealand, where he still lives today. After dropping out of school and holding several jobs, he decided to give acting a go and attended the Toi Whakaari Drama School in Wellington. After graduating, he made his feature film debut in a small role in *The Piano* (1993), but came to prominence in *Once Were Warriors* (1994), where he starred as the unforgettable Uncle Bully. It was in 1999 that Curtis started to earn wider recognition, after landing cameo roles in David O Russell's *Three Kings*, Martin Scorsese's *Bringing Out The Dead*, and Michael Mann's *The Insider*. These films put him on the Hollywood map and he has since starred in such massive international hits as *Blow* (as drug lord Pablo Escobar, 2001), *Training Day* (2001), *Sunshine* (2007) and *Live Free Or Die Hard* (2007). Curtis also produces, setting up Kiwi production company Whenua Films with cousin Ainsley Gardiner in 2004, producing such films as the quirky comedy *Eagle Vs Shark* (2007) and documentary *Saving Grace – Te Whakaraupora Tangata* (2011).

**TIDBIT:** Curtis is of Maori heritage, with Ngati Hauiti and Te Arawa tribal affiliations. Often cast in roles of various other ethnicities, *Fear The Walking Dead's* Travis is the first Maori character that Curtis has played in a US production since horror flick, *Virus*, way back in 1999.

Sources: [www.nzonscreen.com](http://www.nzonscreen.com), IMDb



like guns. Some audience members really relate to it, and some think it's a bit of a bore."

### NO EASY ANSWERS

Yet Travis certainly hasn't been a wimp. He heartbreakingly stepped up in the first season finale, 'The Good Man,' when his ex-wife Liza (Elizabeth Rodriguez) asked him to shoot her after she was bitten by one of the undead.

"He did the thing he felt he couldn't do, which was kill someone," Curtis explains. "It was his ex-wife, and his son's mother. That was a really great place to start him off at the beginning of the second season: as a broken man.

Inside he's broken, and will do everything he can to keep a brave face for his son, but there's something he lost in himself with that action. It was a compassionate killing to protect his son, and it was something Liza asked him to do, but nonetheless it was something he never thought he would ever do, or could do."

His actions certainly created focal points for Curtis' performance in *Fear The Walking Dead's* second season. "Travis' main focus in the second season is his son and disagreeing with Madison,"



**"TRAVIS DOESN'T WANT TO HURT ANYBODY, DOESN'T WANT TO KILL AND DOESN'T LIKE GUNS. SOME AUDIENCE MEMBERS REALLY RELATE TO IT."**

Curtis shares. "We started the first episode of season two with them not agreeing. Travis was making a decision based on fear and what might happen if they brought other people onto the boat."

As the survivors tried to navigate the angry seas in Strand's yacht, the Abigail, there was a clear change in tone in terms of how the episodes played out as well. "The show is so much bigger and faster than the first season, so there's not a lot of time to process morality," Curtis assesses.





"We could ponder that in the first season, and have discussions about what we should, or shouldn't do, but now things have to happen. Either you move forward *together*, or move forward *divided*. The cracks are showing, as we are set for a course of division. It was the formula for the first half of the second season as we put people in a contained environment on a boat to survive."

## ALL ABOARD

Of the Abigail arc, Curtis says he enjoyed exploring the idea that, "the seas are no safer than land because we have a survival mechanism that everybody wants. The central drive was how to hold onto our lifeline, this boat. It was a big mechanism for devising tension and stakes."

The actor also loved that the production's move to new studios in Rosarito, Baja made shooting on the water such an adventure. "I love the water," Curtis enthuses. "I'm from New Zealand in the Pacific Ocean, so the sea is my second home. We were in the



**"I LOVE THE WATER. I'M FROM NEW ZEALAND IN THE PACIFIC OCEAN, SO THE SEA IS MY SECOND HOME."**

most amazing studios in the world for shooting at sea, as James Cameron built them for *Titanic*. We've been shooting in those tanks, with two acres of infinity pool tanks, so we can get full boats in there and muck around with a combination of green screen. Then we've got these great diving tanks for underwater sequences."

Fun-times aside, the boat also provided a new wedge between Travis and Madison with Strand. As the episodes progressed, Madison and the boat's captain found themselves agreeing more on tough moral actions in direct opposition to Travis.

"Strand is mysterious," Curtis says of his character's new competition. "[On the boat], he held all the power and was the new god of the show. He got to say who lived and who died. Whoever got on his boat lived. Whoever didn't, died. I think there was a struggle for power between him and Madison."

What that means for the future of the couple, Curtis has no idea. "I'd rather know, but the [writers] won't tell me," the actor laughs. However, he assumes it's going to be as rocky as the Mexican terrain they find themselves navigating in the back half of season two.

"Travis and Madison are trying to figure out if this relationship is going to work or not," he says. "It's not the pursuit of happiness, it's the pursuit of survival. We're not talking about what makes us feel good and how we are going to enjoy our lives. It's now about 'how do we stay alive?' I think for both of them, it's a real challenge. Under normal circumstances, Travis is really good for her and her children. He's a really good, caring guy. But does he have a yacht to save everybody? I don't think so. Does he have the



TOP LEFT: Not the best father-son relationship ('Shiva'). TOP RIGHT: All at sea, although not really ('Monster'). BELOW RIGHT: Madison (Kim Dickens) perhaps needs someone like Strand (Colman Domingo) instead of Travis to survive this nightmare ('Monster').





## CLIFF HANGERS

A SELECT FILMOGRAPHY  
OF CLIFF CURTIS...

2016 *Risen*  
 2015 *Last Knights*  
 2014 *Gang Related* (TV – 13 episodes)  
 2014 *The Dark Horse*  
 2012 *Missing* (TV – 10 episodes)  
 2011 *Colombiana*  
 2009-2010 *Trauma* (TV – 20 episodes)  
 2009 *Crossing Over*  
 2008 *10,000 BC*  
 2007 *Live Free Or Die Hard*  
 2007 *Fracture*  
 2007 *Sunshine*  
 2006 *The Fountain*  
 2005 *River Queen*  
 2004 *Spooked*  
 2002 *Whale Rider*  
 2002 *Collateral Damage*  
 2001 *Training Day*  
 2001 *Blow*  
 2000 *Jubilee*  
 1999 *The Insider*  
 1999 *Bringing Out The Dead*  
 1999 *Three Kings*  
 1999 *Virus*  
 1998 *Six Days Seven Nights*  
 1998 *Deep Rising*  
 1996 *City Life* (TV – five episodes)  
 1994 *Once Were Warriors*  
 1994 *Rapa Nui*  
 1993 *The Piano*

Cliff Curtis on IMDb: [www.imdb.com/name/nm0153249/](http://www.imdb.com/name/nm0153249/)



psychology to understand how to survive in a zombie apocalypse? Of all the characters on the show, I think he's the least so, and that's a big decision for Madison to decide if Travis is still the man for her.

"I don't think we're going to see a lot of change in Travis," Curtis says of his character's willingness to make dramatic moves. "He is the character – although broken – who is still struggling with his own morals, ethics and values. He doesn't want to adapt to Strand's world view."

### THE FATHER-SON DYNAMIC

Because of that, perhaps it's a little more than convenient then that Travis allowed himself to refocus on Chris in the second half of the season. In light of his son's more erratic and dangerous actions

**"TRAVIS AND MADISON ARE TRYING TO FIGURE OUT IF THIS RELATIONSHIP IS GOING TO WORK OR NOT. IT'S NOT THE PURSUIT OF HAPPINESS, IT'S THE PURSUIT OF SURVIVAL."**

regarding the family on the Abigail and off, the father and son went off together, separating from Madison, Alicia and Nick, to work out their issues. Curtis says: "Travis and his son are on a collision course to figure out how to survive together, or not."

Reflecting on the journey, Curtis is impressed by how much of their relationship, across the whole dysfunctional Manawa-Clark family unit, has fractured in so little time. "One of the most interesting things is we've gone from a family that doesn't know what's going on, to one that survives and are now refugees. We're looking for a home. Where can we go?"

As on its sister show, AMC's *The Walking Dead*, that question may never be answered on *Fear The Walking Dead* either, considering the brutality of their post-apocalyptic reality. But as Curtis teased at the show's panel at San Diego Comic-Con this summer, maybe in saving his children Travis will find a way to rectify who he is, with who he might need to become.

"Travis is very attached to his idea of honor and his moral code," Curtis concludes, "but we're going to see things happen in the last half of the season that might shock our audience in terms of what Travis is capable of. I think he's now going to be a bad-ass dad." •





# TAKING







RIGHT: Robert Kirkman checks out some of the new merch on sale. OPPOSITE PAGE, TOP: Skybound went big on *Outcast* for its booth this year, but there were still plenty of *The Walking Dead* goodies on offer. BOTTOM: *Outcast*'s Kyle Barnes, aka actor Patrick Fugit, popped by the booth for an interview.

If you are a regular at the annual San Diego International: Comic-Con (SDCC), you can't help but have noticed that *The Walking Dead*, in all its iterations, has become a ubiquitous presence. This year proved to be no different, and *TWDM* was on hand, naturally, to hear all the latest news and views. With the Con held in July each year, and this being October, we've whittled our coverage down to the snippets we felt were most compelling. Enjoy! **WORDS & INTERVIEWS: Tara Bennett**

# CENTER STAGE

**S**an Diego International: Comic-Con welcomed Robert Kirkman back into its geeky embrace in July with rabid enthusiasm. Fans may recall Kirkman had to bow out of the Con in 2015 for his post-surgery recovery, so there was plenty to talk about with the new books, and TV series such as AMC's *Outcast* and *Fear The Walking Dead*.

But first and foremost, the entire Con was still engaging in a fever pitch of speculation about the season six cliffhanger death, so Kirkman was a popular guest on panels, at a slew of media outlets and even on the show floor at the AMC *The Walking Dead* booth, which was decked out as the RV, replete with Rick's group on their knees in front of it.

## PAGE TURNER

As always, *TWDM* was there covering it all, with a highlight coming on the first day of the Con as Kirkman joined his 12-year artistic collaborator, Charlie Adlard, on *The Walking Dead* Comics Panel. Comedian and comic book aficionado Jason Mantzoukas moderated a lively conversation that also included the comic's editor, Sean Mackiewicz.

Mantzoukas started the panel with a spoiler conversation that was quickly squelched by a crying baby in the room. Kirkman then bolted from the stage and went out into the crowd, carefully snatching up the wee bairn in a Superman onesie, and then proceeded to cuddle him like a pro on the panel stage as they talked about the Whisperers wearing human skin suits. Brilliantly dark and twisted as the situation was, the baby immediately

quieted down, which definitively answers how early you should start your kids on the graphic novel. Before a diaper incident could occur, Kirkman wisely returned the baby back to his father and the conversation continued covering topics such as the organic nature of his storytelling and how Adlard doesn't like to know what's coming anymore, so he is literally Kirkman's first reader every issue.

Some interesting tidbits were also revealed about the future of *The Walking Dead* books, which included the identity (sort of) of the person Eugene has been talking to on the radio (as discovered in issue 152), revealing Stephanie is part of a new community, which we will meet after 'The Whisperer War.' Also, the strange dichotomy of Negan being against sexual assault, yet having a harem is something Kirkman promises we will find out more about, and how that complicated stance came to be.

A fan query about the odd nature of Negan's name revealed that Robert originally wanted to use the name 'Nagus,' because he wanted it to sound negative. In the planning, the character remained Nagus for a long time until Kirkman realized that the Ferengi High Commander on *Star Trek* is called the Grand Nagus, so that's when he was officially re-named Negan.

Mantzoukas then teased Adlard with a brief slideshow of the artist's various characters' butt-crack drawings, or the "coin slot" as the comedian called them. Adlard defended himself, saying: "It's my only way of getting bare flesh into the book."

Kirkman then praised Adlard for coming up with the chilling visuals of the Whisperers. Kirkman said they were born from the idea that he wanted there to be a territory that communities knew





ABOVE: A selection of the SDCC '16 panels you can watch on Skybound's YouTube channel, including Charlie Adlard sketching Negan live.



**“[THE FIRST HALF OF SEASON SEVEN] IS ALL ABOUT EZEKIEL AND SHIVA... BUT THERE ARE OTHER CHARACTERS YOU WILL MEET. THERE ARE SOME SURPRISES COMING.” ROBERT KIRKMAN**

you don't travel in because of these savages that were separated from the other communities.

“I wanted it to be the weirdest thing out there,” Kirkman said proudly. And he confirmed the skin suits were the genesis of the group, because it was the darkest progression of what Rick and Glenn had done early in the book.

### TIGER, TIGER, BURNING BRIGHT

Kirkman also appeared on the Hall H panels for both *Fear The Walking Dead* and *The Walking Dead* with his fellow executive

producers and cast. But behind the scenes, he also joined journalists, including *TWDM*, to talk specifics about the upcoming seventh season of *The Walking Dead*.

*The Walking Dead* season seven trailer premiered during the Con and revealed the comic book character of Ezekiel and his pet tiger, Shiva, for the first time, which was an immediate topic of conversation for Kirkman and showrunner Scott M Gimple. Kirkman confirmed, at least for the first part of season seven, “it's all about Ezekiel and Shiva, as far as new characters. As we move through the storyline, we'll be bringing some characters up sooner and some characters up later, but there will definitely be other characters you will meet this season. There are some surprises coming.”

The choice to create Shiva as a CGI character instead of using a practical tiger on set was something Kirkman said he asked Gimple about in the writer's room, who said: “I pointed out that it's not particularly humane to have a live tiger on set. And is also very dangerous for the actors.”

When Gimple confirmed it would be all digital, Kirkman noted: “Great! No real tiger. I can still come to set, that sounds awesome, because I would not have gone to set if there had been a real tiger anywhere near it. There's no real tiger involved. It's all magic.”

As to the expansion of the world with the addition of the Saviors, Hilltop and now the Kingdom, of which Ezekiel rules, Gimple says the exploration of the different communities will be a big part of the upcoming narrative.

“Some of these groups we have only seen certain hints of, such as the Saviors,” Gimple offered. “They exist in their own society, and we'll see that. We [revealed] the Kingdom, and that's their own place. We saw Tara and Heath in some weird place. There's Alexandria. These places all have different characters, different situations, and different ways of life. We're expanding – literally – these different locations, but also the type of characters we see and the kinds of lives that they lead.”

### RICK VS NEGAN

How every single community deals with Negan and his Saviors will be another very big part of the season once audiences get past the traumatic reveal in the first minutes of season seven. Rick Grimes has clearly been severely humbled by Negan's actions, and actor Andrew Lincoln says that allows him to play another very changed version of his character.

“I think hubris was very probably a good strategy,” the actor mused about what led them to their dire straits in the season



RIGHT: This young cosplayer is both awesome and a little bit terrifying. Well done, young man, well done!

**“THERE'S NOT A TRACE OF ME IN NEGAN. USUALLY, I FIGURE OUT HOW TO PUT MYSELF IN THERE. WITH NEGAN, IT'S ABOUT BEING FEARLESS.” JEFFREY DEAN MORGAN**

CONTINUES ON PAGE 46



# WHAT'S IN THE BOX?

Every SDCC, Skybound puts together a fantastic selection of exclusives. Here's a rundown of what was on offer at this year's Con, some of which are still available through Skybound's online shop (where they haven't sold out)...



## ACTION FIGURES

We've mentioned these before in *TWDM*, but at SDCC this year Skybound packaged Negan into a special set with a Glenn figure for \$50. Designed by McFarlane Toys, the figures come in full color or black and white (like the comic). You might notice that Glenn also comes with a smashed in head accessory (eyeball hanging out *et al*), for pre and post-issue 100 'play'!

## LUCILLE BRACELET

A stylish piece of wrist-wear jewelry, designed by Han Cholo and priced at \$40 (not pictured).

## TEES

There were two exclusive T-shirts this year, both with a Negan theme. The first features the words 'Take It Like A Champ,' a gray Tee with some nice lettering (and blood splatters). The second features a Whisperer and the message 'Silence The Whisperers' in white on black cotton. These are \$20 each.



## LUCILLE KEYCHAIN

A four-inch vinyl keychain of Negan's weapon of choice, available in multiple colors, both regular and blood splattered, plus a few rare alternatives, for \$10 per blind box.

## COMIC COVER VARIANTS

Special 'Negan Kills...' variants of three of Skybound's hottest titles were on sale at \$10 a pop. *Birthright* (issue 17), *Manifest Destiny* (#21), and *Thief Of Thieves* (#33) all featured the leather-clad villain smashing things up on their covers.

## PIN SET

Skybound teamed up with Yesterdays for its first ever pin set. Each of the eight enamel pins feature iconic art from *The Walking Dead*, *Invincible* and *Saga*, among others, and are limited to 1,000 pieces. \$10 each.



## COMPENDIUM THREE

Priced at \$100, this is a limited-run hardcover edition of *Compendium Three* (collecting issues 97-144), replete with lovely gold foil detailing.



## FOAM WEAPONS

If blasting foam darts as far as 72 feet is your thing, then you have to get your hands on Andrea's Rifle (\$30), Abraham's M16 (\$30), Carl's Revolver (\$20), and Rick's Shotgun (\$30), double-barrel for double ammo action, created by Buzz Bee Toys. There's even a Michonne's Katana in plastic and foam (\$15). Dart refill packs also available (\$10).



## LUCILLE REPLICA

We're not sure you could play softball with this, but if you want to go to cosplay as Negan, this 34-inch replica of Lucille is just perfect. And don't worry, the barbwire is plastic! Priced at \$40.



For more: [shop.thewalkingdead.com](http://shop.thewalkingdead.com)



## **"RICK'S POWERLESS FOR THE FIRST TIME SINCE HE WOKE UP FROM HIS COMA... HE'S NOT IN A GOOD SPACE AND HE WILL BE A DIFFERENT MAN."**

**ANDREW LINCOLN**



premiere. "It was probably the right thing to do, but with too much pride behind it. Now Rick's powerless for the first time since he woke up from his coma. He's truly got to fight for his and his child's life and his family, and everything he's fought death for, and had family members die for. Everything they've worked for two years to get has been shattered in 24 hours."

He added: "He's not in a good space and he will be a different man. He can't help it."

The man behind all the mayhem, Negan, is a character that actor Jeffrey Dean Morgan admitted is unlike anyone he's ever played. "I was a little bit nervous going in," he shared. "But I remember right before I walked out of the trailer for the first time, this weird calm came over me, which oddly enough, the character needs. There was this spot that I never really settled into as an actor before. I torture myself. I won't sleep the night before. Andy (Lincoln) does the same thing. We're very hard on ourselves and nothing is right, ever. But right before I walked out the door, it was

## **POPPING YOUR SDCC CHERRY!**

TWDM writer and TV and radio broadcaster Simon Thompson experienced his first San Diego Comic-Con this year. Here are his thoughts on what it meant to be there:

There is nothing on Earth like the San Diego Comic-Con. After dreaming of being there and experiencing it for myself, first hand, for well over a decade, 2016 was the year that I decided to do it. Finally, I could justify spending the equivalent of the gross national annual income of a small country on a hotel room to witness fantasy become reality, in flesh and blood and latex and papier-mâché and heavens only knows what else.

San Diego Comic-Con is the annual red carpet for anyone who wants to let their 'freak flag' fly and not just watch their favorite films or shows or comics, but also become their favorite films or shows or comics. The level of devotion to detail is nothing short of spectacular. For 51 weeks of the year you might be Alan in Accounting but for just a few days, under the California sun, you are Negan. Me? I went as wide-eyed-man-with-a-permanent-grin, soaking in all the wonder and congratulating anyone who would listen on their passion and awesome work.

Next year? Let's just say there might be a new sheriff in town come July 2017.

OK. I knew what I had to do, eerily. It's been like that the whole time. The role is something really special."

As to how much Morgan has leaned on the comic for his own interpretation of the character, the actor said: "The comics only give you so much, obviously. They're a great canvas and it's a wonderful foundation, but it's given me an opportunity to do something I've never done before. There's not a trace of Jeff in Negan. Usually, I can figure out how to put myself in there, it's a comfort place for me. With Negan, it's about being fearless. I find myself having to just be fearless and trust him. I see glimpses of Negan in the comic book, but how can I bring that to life? I changed the way I move, the inflection of my voice. It's turned into this weird thing. Scenes happen and we'll look at each other and be like, 'What was that? What just happened there?' It gets seriously weird with Negan around."

## **BRING OUT YOUR DEAD!**

But what about the walkers? Executive producer Greg Nicotero said he and his season six Emmy-nominated KNB EFX team are always finding new ways to keep the undead fresh and disgusting.

"There's some amazing stuff coming up," he teased. "We came up with some pretty amazing gags that, again, all serve the story. Everything is very important to the storyline and intrinsic to the storyline. We also don't want to see the same walkers every single episode, so my team and I spend a lot of time just finessing things and fine-tuning things. We're seven years [into] doing this, but we did a walker on Wednesday on set and I'm like, 'This is my favorite walker we've done ever since the beginning.' They still bring the same enthusiasm to the job, and that's critical. I would have thought at some point that they'd be like, 'Fuck! We have to do another zombie,' but they're still in it, they're still committed every day.

"We take great pride in continuing to push the envelope on television. Seven years ago, there was nothing like this on TV from a storytelling standpoint, from an acting standpoint, from a make-up effects standpoint. The thing I'm most proud of is when someone will come up to me and say, 'I want to be a make-up artist because I watch *The Walking Dead*.' That's how I got into it, through movies I watched when I was a kid. The fact that I get to pay that forward to an entirely new group of filmmakers is the greatest accomplishment." •

ABOVE: The AMC booth was both brilliant and cruel. RIGHT: "Get your Outcast picture cards here!"



## **"THESE NEW GROUPS EXIST IN THEIR OWN SOCIETY... THEY HAVE DIFFERENT CHARACTERS, DIFFERENT SITUATIONS, AND DIFFERENT WAYS OF LIFE."**

**SCOTT M GIMPLE**





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WE'VE PREVIOUSLY REPORTED ON THE AMC'S *THE WALKING DEAD* MAZES, CREATED SPECIALLY FOR UNIVERSAL STUDIOS RESORTS' HALLOWEEN HORROR NIGHTS: RUNNING FOR THE TWO MONTHS IN THE LEAD-UP TO THE YEAR'S SCARIEST HOLIDAY, THESE EVENTS ARE ALWAYS EPHEMERAL, OPEN TO THE THOSE WHO COULD VISIT THE TWO PARKS, LOCATED ON THE EAST AND WEST COASTS OF AMERICA, DURING THAT SHORT WINDOW. BUT NOW UNIVERSAL STUDIOS HOLLYWOOD HAS CREATED A PERMANENT *THE WALKING DEAD* ATTRACTION, AND IT'S AN EXPERIENCE YOU WON'T QUICKLY FORGET. *TWDM* SENT TWO OF ITS INTREPID REPORTERS INSIDE THE ATTRACTION BEFORE ITS GRAND OPENING IN JULY TO GAUGE JUST HOW TERRIFYING IT REALLY IS AND GIVE THEIR VERDICT ON THE OVERALL EXPERIENCE. WE ALSO TOOK THE OPPORTUNITY TO POLL A FEW SPECIAL GUESTS FOR THEIR THOUGHTS, TOO.

WORDS & INTERVIEWS: Simon Thompson & Tara Bennett

# THE H





TERIA

FEATURE HOLLYWOOD ATTRACTION

DEAD  
INSIDE

HORROR  
HORROR



# SIMON'S EXPERIENCE



THOUGHTS:  
GREG NICOTERO

The TV show's co-executive producer and special effects make-up wizard Greg Nicotero advised and helped Universal Studios Hollywood make the Attraction a reality:

"By making it permanent, I think the opportunity here was to make it more authentic. It feels like everything is bigger; it's a grand scale version of the show and the Halloween mazes. With this, it doesn't feel like you're rushing through, you get a chance to soak it in. With the lights, sounds and smells making it feel more real, it brings the audience much closer to the sensation of what it must be like to be in the show."

"There are live performers as well as animatronics, so everything will always feel a bit different and organic. We have some pretty exquisite animatronic characters — Bicycle Girl is breathtaking."

"One of the things I wanted to help the team at Universal Studios do was ensure that the storyline felt relevant. That meant adding current aspects of our story that were not available to them when they were writing the initial treatment."

"I think the plan is to keep adding things. Our show continually morphs, so it would be exciting to come back two years from now and have it be different. If we're true to the spirit of the show, people will continue to be satisfied. They can also go on this thrilling journey every day, 365 days a year."

"The scares are a lot more intense than I think people might be expecting. Aside from the Halloween mazes, this is a true House Of Horrors. We are even in Universal Studios Hollywood, where they created the classic horror movies, so it feels like the perfect home. It's pretty amazing." **ST**

For a number of years, Universal Studios, in both Hollywood and Orlando, has brought AMC's *The Walking Dead* to life as temporary walkthrough mazes as part of their annual Halloween Horror Nights events. On July 4 this year, the West Coast theme park upped its game and threw open the bloodstained doors on a new, permanent (and exclusive to LA) *The Walking Dead* experience. I was one of the first people to enter and experience it, almost a week before it was open to the public and even before the cast had walked through.

It is an intense and authentic, real-life interpretation of the show. Housed within an entirely new, custom-built structure, it takes you on a journey, recreating key moments and locations across the first six seasons of the show. It takes guests from Harrison Memorial Hospital, where Rick Grimes woke up in the very first episode, right up to Del Arno Foods and beyond.

Universal Studios Hollywood has partnered with *The Walking Dead*'s creative team, including Greg

Nicotero, the show's co-executive producer, and his special effects company, KNB EFX Group, to make this fan dream a reality. They used the same molds as they do on the show, as well as some specially created prosthetics to painstakingly and realistically recreate the walkers. Coupled with a groundbreaking mix of animatronics and real live 'scare-actors,' this is as close to a living representation of the show as you can get without actually being there with Rick and his survivor group.

The whole attraction is littered with iconic nods to the show, some more concealed than others, including Negan's bat Lucille, Carl Grimes' 112-ounce can of chocolate pudding, 'Visit Woodbury' flyers, and the hospital clock frozen at 1.45 — all of these are powerful pieces of symbolism that help immerse guests deeper and deeper in the constructed reality.

The only way into the attraction is under an archway bearing its name. The second I passed through it, I was in an alleyway. A helicopter, crashed into the side of the building, was perched ominously overhead. The alley was strewn with pages from the Atlanta edition of *The Daily Independent* newspaper and barked headlines such as 'Is This The Wrath Of God?' and 'Is This Our Extinction Event?' It suddenly felt very real.

Moving into the body of the building, right in front of me were the words 'Wolves Not Far.'

(continues on page 52...)





# TARA'S EXPERIENCE



THOUGHTS:  
JOHN MURDY

John Murdy is the creative director at Universal Studios Hollywood, and as such is the main person behind the new *The Walking Dead* Attraction. Here are his thoughts:

"One of the effects we all go 'Wow!' at is the burning cabin from 'Still,' because how we've achieved that is by using a technology called 'faux fire.' We have a burnt walker coming out of that cabin, so it's actually just steam and lights, but it looks amazingly like fire. And because it doesn't generate heat on its own, we have to do all of that [separately], so we have hidden sensors that make you feel the heat."

"I keep saying even the most obsessed *Walking Dead* fan will never find all of the [Easter Eggs] unless they crawl on the ground and read the floor. Even trash in the hospital might reveal Rick's medical x-rays. Or when you are in the hospital, there is an employee break room that you go through with bulletin boards with [menus] featuring places that have been visited in the show. Even the visiting chaplain in the hospital might be a religious figure you know in the show. There are also some hidden cans of pudding for Carl." **TB**

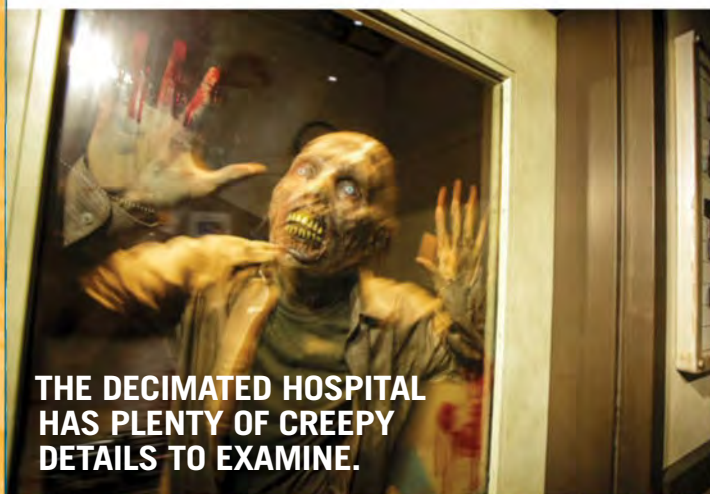
**A**s a grateful participant in *The Walking Dead* universe since the very first issue of *TWDM* four years ago, I've joyfully had the chance to be part of a walker horde in the show (as pictured above from season three's 'Prey' – ed.), been chased by many ambitious undead in the official Escape arenas, and jumped at plenty of scares in the TV series itself. I have definitely earned a thicker skin because of Kirkman-inspired frights, so when my editor assigned me to brave the Universal Studios *The Walking Dead* Attraction, I was all about adding another notch to my undead belt.

First off, I love that the experience is wedged into the British-inspired theme road with only a precipitously teetering helicopter dangling over the queue to signify it exists. The staging gives nothing away about what awaits inside the attraction, for a spoiler-free experience.

Once inside, it's full-on Harrison Memorial Hospital post-outbreak. There are strobe light effects due to malfunctioning power, bloody hand prints on walls and floors, and lots of eerie recorded messages over the PA (some even sounding a little like Negan). All of it leads to an animatronic version of the now iconic "Don't Open..." door from the pilot episode, complete with grasping hands and groans. Not overly scary, but it achieves the little thrill of seeing such an iconic moment brought to life.

The main part of the wait before the actual attraction is in the decimated hospital that's got plenty of creepy details and props to examine. It's so packed with intriguing material (and brilliantly cool thanks to air-conditioning) that there's nothing unpleasant about the wait.

(cont. p53...)



THE DECIMATED HOSPITAL HAS PLENTY OF CREEPY DETAILS TO EXAMINE.



## I WAS FACE-TO-FACE WITH ONE OF THE SHOW'S MOST ICONIC WALKERS.



### THOUGHTS: SCOTT WILSON

Damn the Governor for robbing us of the talents of Hershel Greene, aka Scott Wilson. The actor attended the launch event for *The Walking Dead* Attraction. Here's what he thought:

"I have no idea what to expect from the [Attraction]. I am going to go through and hope I don't mess my pants. Going back into the prison will be like old home week. What the walkers brought to the show is just incredible. Without them, the show would be very different. The cast is like an extended family. I still watch, but sometimes need to binge-watch to catch up." **TB**

They were daubed on a concrete wall next to an axe, abandoned wheelchairs, and a pile of dead bodies.

Lights flickered as I entered Harrison Memorial. I moved along a corridor flanked by walls that were riddled with bullet holes and smeared with bloody handprints, a pool of fresh plasma glistened on the floor. It's here, as I turned the corner, that I was greeted by the hands of walkers clawing through a set of doors bearing the words 'Don't Open Dead Inside' – this is one of the most iconic visualizations in the show and also the attraction.

From here, I entered a canteen, a part of the hospital never brought to life on the show, but which is something especially exciting for fans to experience. Over the radio, I heard chatter directing me to the West Georgia Correctional Facility.

I was ushered on and the queue was split into smaller groups as we hit the heart of the experience where the terror really kicks in. Within seconds I was in a forest and face-to-face with one of the show's most iconic walkers, and one of Nicotero's personal favorites, Bicycle Girl. Sensors told her she had an audience as she lurched forward, grabbing for flesh as I passed.

Suddenly, I was in season four and standing outside a burning cabin, exactly like the one Daryl and Beth took shelter in. I felt intense heat as flames licked the building and an ignited walker careered towards me as I tore forwards in my search for safety.



I arrived at the prison and was instantly attacked by a walker wearing riot gear – that was not a good sign. I headed inside and the sound was deafening as shots rang out, alarms were blaring, blood was smeared on the walls and windows, and in cells I could see survivors desperately trying to fend off the undead.

My pulse was racing as I moved on and into the main cell block where chaos reigned. A survivor yelled out instructions as he directed me through the disorientating mayhem, but I noticed a walker was loose and was rushing towards me, gnashing and clawing. I had to get out.

I rushed along a dimly lit corridor, I could hear walkers everywhere in the darkness, but I saw light and I followed it, only to end up at Del Arno Foods. I heard a whistle – I was on the turf of the Wolves and the Saviors. In the back of food trucks, walkers gnawed on human flesh while others came out of the darkness. I realized I was a moving target.

I turned and ran, but what I thought was a safe-zone was actually a maze of metal cages of tightly packed and hungry undead, desperate for a piece of me. They reached out as I slid past, desperately trying to get hold of me as I bolted for the exit and my last chance of survival.

Once outside, I caught my breath and let out a tension-shattering sigh of relief.

Although *The Walking Dead* Attraction only lasted a few minutes, every second was a nerve-shattering and intensely realistic experience. *The Walking Dead* is real in Hollywood. •







When it finally comes time to enter the gauntlet, we are led right down a hospital corridor with a surprise live walker behind a glass door to get us in the mood. From there, we venture into the woods where Bicycle Girl awaits, crawling towards us in all her pitiful glory. Again, a seminal moment beautifully brought to life.

But right around the corner is the truly awesome cabin that Daryl and Beth torched in 'Still', with a very crispy, and smoky, walker ready to welcome us. It's a fantastic room that actually makes you want to linger to drink it all in, but then there's the prison beckoning.

Kudos to the Riot Gear Walker who likes to pop out unexpectedly, making entering the prison that Rick and family holed up in that much more scary. Next, we go inside the third season home base,

where the designers have done a fantastic job recreating the real interior set of the prison. I would have hung around longer, but participants have to quickly navigate a gunfight between a Hershel-like stand-in and undead infiltrators.

With hearts pumping, everyone spills out into my favorite room, which recreates the Del Arno food trucks from the end of season five, featuring animatronic torsos on hooks grasping at you with shivering

realism. Naturally distracted as I was, an actual walker made a beeline for me. I engaged my best twist and run maneuver – learned from a long line of chickens who came before me – and was thus spared the touch of this convincing creeper.

Lastly, everyone made their way through a much tighter path of throngs of fenced-in walker hordes (some real, some robotic) clawing at us, which earns us all the sweet rays of daylight through the doors at the end of the experience.

Overall, I think *The Walking Dead* Attraction is a mainstream way to get your zombie feels without losing any sleep, while the Halloween Horror Nights mazes are the hardcore immersion into Kirkman's terrifying world. It's not as heart-pounding, but it's definitely a fun way to get up close with the show that captivates us all for 16 hours every season. •



**THOUGHTS:**  
**YVETTE NICOLE BROWN**

We love actress Yvette Nicole Brown – not just because she's very talented, smart and funny, but also because she's the nerdiest of nerds when it comes to *The Walking Dead*. Her superfandom is just so adorable. She attended the launch of *The Walking Dead* Attraction, and here's what she thought about it:

"I am worried about going through this, because I'm terrified. I'm such a scaredy-cat. People think because I love *The Walking Dead* that I actually enjoy gore. Nope!

"I will experience it with my face in the back of the person in front of me. But I am very excited about seeing Bicycle Girl, because she's animatronic and it's going to be amazing." **TB**



**A WALKER MADE A BEELINE FOR ME. I ENGAGED MY BEST TWIST AND RUN MANEUVER.**



# THE VAUGH

Writer Brian K Vaughan and artist Marcos Martin's 'The Alien' is a must-have for any avid fan of *The Walking Dead*. A single-issue story, available only online through the Panel Syndicate, it not only answers one of the series' most asked questions (has the undead virus spread beyond the United States?), but it also tells the story of a man who is intrinsically linked to *The Walking Dead* mythos. *TWDM* interviewed the award-winning Vaughan to learn more about both the story itself and how 'The Alien' was conceived.

INTERVIEW & WORDS: Nick Jones



INTERVIEW BRIAN K VAUGHAN

# AM KING DEAD



AHHHHHHH



**W**hen Brian K Vaughan asked Robert Kirkman to give him *The Walking Dead*, he didn't expect Kirkman to take him seriously.

Vaughan, writer and co-creator of cult comics *Y: The Last Man* (currently in development as a television series) and *Ex Machina*, and scriptwriter and showrunner on TV hits *Lost* and *Under The Dome*, had made a home for himself at Image Comics with fantasy series *Saga* (with artist Fiona Staples), dystopian sci-fi miniseries *We Stand On Guard* (with artist Steve Skroce), and time-slip adventure story *Paper Girls* (with artist Cliff Chiang). He'd also, with artist Marcos Martin, begun a digital comics venture, Panel Syndicate – a 'pay what you want' site whereby readers can download digital comics for any price that they think is fair and keep them forever – in order to release their futuristic mystery series, *The Private Eye*. Vaughan and Martin had no plans to publish *The Private Eye* in a physical format – until Robert Kirkman, as Image Comics' COO, approached them to do just that.

"Robert Kirkman kept harassing us," says Vaughan. "He was like, 'Look, you dummies, when will you do a print version of this through Image Comics?' We jokingly said, 'Image can have *Private Eye* as soon as we get *Walking Dead*,' and Robert said, 'Sold!' As time went on, Marcos said to me, 'What if Robert really meant that?' and how cool would that be for the two of us to do a spin-off? Something in canon, but something that you could only get digitally, would bring a whole new audience to our site, and it would just be so much fun to play with Robert's characters. So we reached out to Robert and right away he was like, 'This is hilarious and weird, so yeah, let's do it.'"

### IN SPAIN NO ONE CAN HEAR YOU SCREAM

The result is 'The Alien,' a downloadable standalone *The Walking Dead* comic written by Vaughan and drawn by Martin and available

**"ROBERT KIRKMAN KEPT HARASSING US. [SO] WE JOKINGLY SAID, 'IMAGE CAN HAVE *PRIVATE EYE* AS SOON AS WE GET *THE WALKING DEAD*,' AND ROBERT SAID, 'SOLD!'"**



via panelsyndicate.com. (The other result is a sumptuous Image hardcover of *The Private Eye*, also available now.) The story marks the first time anyone other than Kirkman has written a *Walking Dead* comic (artists other than Charlie Adlard have, of course, tackled the walkers), not to mention the first time we've seen a glimpse of the world further afield than the US depicted in the main series – in this instance, Barcelona, Spain. Perhaps most surprisingly of all, Kirkman gave the creators carte blanche on the story – no guidelines or restrictions whatsoever.

"At first he was like, 'I presume you'll wanna use the regular cast. Just give me a heads up so I'll know what you're trying to do.' But I think Marcos and I both felt we should take a big swing, and do something that hasn't been done in the books before," says Vaughan.

"You know, Robert and Charlie haven't gone out of the United States, so setting it in Marcos' home town of Barcelona we thought would be cool, but we figured Robert wouldn't let us do that. And then there were some big, mythological, unanswered questions out there in *The Walking Dead*, and I said, 'What if we just brazenly answered one, just went ahead and did it?'"

He continues: "So we pitched Robert this idea, thinking that he would absolutely say no, and yet again he was like, 'This is fantastic, do a good job, get to work'. He was the easiest boss I've ever had when it comes to work-for-hire."





**“WE PITCHED ROBERT THIS IDEA, THINKING THAT HE WOULD ABSOLUTELY SAY NO, AND HE WAS LIKE, ‘THIS IS FANTASTIC, DO A GOOD JOB, GET TO WORK.’”**

### THE MAN, THE MYTH

That ‘mythological question’ Vaughan refers to takes the form of a specific character, one not actually seen in the main series – indeed one that received only passing mention, way back in the third issue of *The Walking Dead* comic. It was a seemingly throwaway line of dialogue, and yet something about it struck a chord with Vaughan.

“I’m a *Walking Dead* fanboy,” he states. “I guess I remembered the first time early in the series where the existence of this character was suggested, and it just seemed compelling that there was someone related to the main cast who might still be out there and might be having a completely different experience than the main cast of *The Walking Dead* was having. So I knew it would be a fun ‘Easter Egg’ for longtime fans of the series.”

By dealing with a character only tangentially related to the main cast and setting his story in another country entirely, Vaughan notes that anyone wishing to remain ignorant of events in ‘The Alien’ and only read the main *The Walking Dead* series is entirely able to do so. However, it could be argued that Vaughan’s story is

vital to the mythos of *The Walking Dead*, in that it addresses a much broader question than the one he intended to tackle – namely: is it only the US that’s overrun by walkers, or is the entire world zombified?

“I think we’ve gone ahead and answered it!” Vaughan exclaims. “Talking with Robert afterward, he was like, ‘Yeah, I’ve never explicitly said if everyone’s

sitting around sipping tea in England and everything’s fine, and it’s just North America that’s fallen apart.’ And so I think with our standalone story we suggest that, yeah, the entire world has been ravaged by this plague. There’s no getting away from the undead.”

### INDEPENDENTS DAY

As a fellow Image Comics creator, Vaughan makes no bones about how important Kirkman and *The Walking Dead* have been in the reinvigoration of the publisher, as well as the impact that Kirkman and his series have had on the wider world of comics. Over the past decade, creator-owned comics have undergone a renaissance, and *The Walking Dead* paved the way for this new wave of independent and independently-minded comics.

“*The Walking Dead* was something different,” says Vaughan. “Robert was not, I don’t think anyone would argue, hugely successful at that point, or established; he was just an entrepreneur who said, ‘I’m gonna launch this book, and I’ll do it through Image where I’ll have a lot more responsibility but also





a lot more control.' That was a huge moment... Even before the show came, it was such a phenomenon. It was definitely a game-changer for the whole industry."

It's a revolution that Vaughan himself has participated in and benefited from. His *Saga* series with Fiona Staples is Image's second best seller – beaten only by, surprise surprise, *The Walking Dead* – while *We Stand On Guard* and *Paper Girls* have also been strong sellers. He clearly relishes the creative freedom that Image gives him, noting that he established *Saga* at Image because he "wanted to make something new and have it completely belong to my collaborators and me, with no editorial interference whatsoever."

Given half a chance, Vaughan would happily continue writing the adventures of Hazel, Alana, and Marko in *Saga* for at least as long as Kirkman has detailed Rick and co's travails. He jokes: "I keep threatening Robert that I want it to be just one issue longer than *The Walking Dead* – whenever it finally collapses, I want *Saga* to be just one issue longer."

**"I THINK WITH OUR STANDALONE STORY WE SUGGEST THAT, YEAH, THE ENTIRE WORLD HAS BEEN RAVAGED BY THIS PLAGUE. THERE'S NO GETTING AWAY FROM THE UNDEAD."**

#### PANEL DISCUSSION

However, the freedom Vaughan has at Image is matched – and in some ways surpassed – by the freedom he has with Panel Syndicate, not least the notion of allowing readers to pay what they like for *The Private Eye* and more recent series, *Barrier!* (created again by Vaughan and Martin) and *Universe!* (by Spanish cartoonist Albert Monteys). As a model, it has its precedents, notably Radiohead's 2007 album *In Rainbows*, which the band initially offered as a pay-what-you-want download, although as Vaughan told Martin when the artist proposed the idea, "Radiohead did it once; they never did it again!"

"I didn't think it would last as long as it has," says Vaughan of Panel Syndicate. "I'm so happy at Image that when Marcos came to me with this idea I was just like, 'Why? I just wanna do something with Image forever.' But he really pushed me, and I think it's smart for creators to try and learn every stage of the process, even the distribution. Eliminate as many middlemen as possible between you and your audience. You might fail, but you might succeed. But yeah, years later, I'm shocked that the website still exists, and every hour of every day, someone in the world somewhere downloads one of our books. It's very cool."

One of those books is 'The Alien,' which Vaughan reveals has performed "spectacularly" for the site. He continues: "We knew it would bring a new audience that maybe didn't normally read comics, certainly didn't read comics online, but we didn't know if any of them would pay for it. It is this weird quasi-socialist







## WHO THE HELL IS...?

**NAME:** Brian K Vaughan

**THE WALKING DEAD CONNECTION:** Writer of one-shot comic, 'The Alien'

**BIRTHDATE:** July 17

**PLACE OF BIRTH:** Cleveland, Ohio

**MINI BIO:** Vaughan is the award-winning writer of such comics as *Saga*, *Y: The Last Man*, *The Private Eye*, *We Stand On Guard* and *Paper Girls* (which won an Eisner award in 2016 for Best New Series, with artist Cliff Chiang). He has also written for Marvel and DC Comics, penning stories for the X-Men, Captain America, Batman, and Green Lantern. Outside of comics, he has worked in television, writing for such shows as *Lost* (as story editor, writer and producer during seasons three through five) and Stephen King's *Under The Dome* (as executive producer and showrunner). Vaughan is currently developing his own highly acclaimed comic series, *Y: The Last Man*, into a TV series for FX.

**TIDBIT:** Vaughan has won 12 Eisner awards to date, including Best Continuing Series three years on the trot with artist Fiona Staples (2013-2015) and back-to-back Best Writer awards (2013-2014).

**FOLLOW BRIAN ON TWITTER:** @HeyBKV

**Sources:** *The Hollywood Reporter*, IMDb, Imagecomics.com

PHOTO: Kevin Knight

**"I'VE NEVER WRITTEN ZOMBIES; IT'S HARD, AND I DON'T LIKE WRITING OTHER PEOPLE'S UNIVERSES, I LIKE DOING MY OWN STUFF. BUT... I REALLY ENJOYED THIS."**

idea of Marcos' that we would just create for free and put it up on the internet and hope that enough of the people who choose to read would kick us something, whatever they chose. That's what I wasn't sure of.

"But it turns out that readers are enormously generous, as was Robert by saying, 'If that's how you guys do it, that's great, go ahead and use it. You can keep a hundred percent of whatever people give you through Panel Syndicate.' It's been enough to fund the existence of *Barrier!*, this new science fiction comic that Marcos and I are doing about crime and immigration and other surprises. So yeah, we're very grateful that we have a chance to do this."

Which begs the question, would they do it again?

"You know, I told Robert at first no. I've never written zombies; it's hard, and I don't like writing other people's universes, I like doing my own stuff. But... I have to say, I really enjoyed this, and there were some characters I originally intended for them not to make it out alive, and at the end of it I couldn't finish them off because I liked them so much. So no plans at present, but never say never." •

You can download 'The Alien' at: [PanelSyndicate.com](http://PanelSyndicate.com)







# THE MAD, THE BAD, AND THE DANGEROUS TO KNOW

Earlier in this issue, we touched upon the 'hero' archetype, but what about the flip side? What does being a 'villain' in *The Walking Dead* actually mean? *TWDM* investigates the darker side of humanity.

WORDS: Dan Auty





**A**nyone who has read *The Walking Dead* for more than a couple of issues will know that the walkers are not the bad guys. While it's true that the threat they pose informs virtually every decision made by the characters, the living dead, for the most part, are predictable and manageable. If everyone in this world got on with each other, things might not be quite so bad.

Unfortunately, humanity's villainy frequently gets in the way, and over the course of a decade in the comic, human nature has been shown at its worst. Manipulative, greedy, murderous and downright evil, some truly bad people have featured. And just when you think they can't get any worse, the stakes will be upped in the even gorier next issue.

Perhaps it's not surprising that this world brings out the worst in people, and it would be a mistake to paint them all as simplistic horror villains. It's true some are more traditionally evil than others, but time and again, Robert Kirkman has thrown in twists and reversals, designed to confound the sympathies of the reader (Dwight is a good example). 'Heroes,' too, can be every bit as flawed and prone to behavior that, on the face of it, is... bad. Often you're left wondering, where does the hero stop and the villain begin?

## GOING LOCO

Very few of the baddies of *The Walking Dead* would identify themselves as bad. Some are plain psychotic, and with the shackles of normal life removed, have let their most primal urges run free. Thomas Richards was a key early villain – not because he was in the comic for very long, but because he was the first human to show that a zombie plague does not automatically change human nature. He is an insane killer, who had been locked up for life; it is small wonder that the sudden arrival of men, women and children in the prison brings out Richards' barely suppressed murderous instincts. He couldn't care less that there are walkers roaming the world beyond the prison gates; he just wants to keep killing within the walls that he now calls home.

Similarly, the early signs of an emerging psychosis in Ben may have been accelerated by the unusual situation of the zombie apocalypse – especially traumatizing for a child – but they would have presumably occurred at some point anyway. His violent relationship with other children, the torture and killing of a cat, and finally the murder of his brother, Billy – the breakdown of society acts as a catalyst for these actions, but not necessarily a cause.



**THOMAS RICHARDS COULDN'T CARE LESS THAT THERE ARE WALKERS ROAMING THE WORLD BEYOND THE PRISON GATES; HE JUST WANTS TO KEEP KILLING.**





## THE HUNTERS CROSS A TABOO UTTERLY UNACCEPTABLE IN PRE-APOCALYPTIC SOCIETY – CANNIBALISM – AND YET HAVE NO PROBLEM JUSTIFYING IT.



However, for many of the other villains, their behavior is justified by a desire to survive. Naturally, this takes many forms, and reveals the depths to which humanity will sink when the stakes are high. The Hunters cross a taboo utterly unacceptable in pre-apocalyptic society – cannibalism – and yet have no problem justifying it to Rick and his group.

“At the end of the day, no matter how much we may detest this ugly business, a man’s gotta eat,” Chris tells Dale, as they chow down on his remaining leg.

### THE BIG BADS

Alpha, who led the Whisperers until recently, believes that for her group to survive in a walker-infested world, they must reduce themselves to the level of animal. Subjugation, rape, torture, murder – these are all justified actions if it means staying alive.

However, as her relationship with her daughter Lydia shows, she finds it difficult to surrender the final vestiges of humanity. She sends Lydia away to



live in Alexandria, rather than further subject her to the behavior she has sanctioned in others. Later on in the story, Alpha confesses how much she misses Lydia.

The two villains that cast the biggest shadow across *The Walking Dead* are the Governor and Negan. These are ‘Big Bads’, in the traditional dramatic sense – charismatic leaders that you love to hate, who know how to control their people with an uncompromising mix of ruthlessness, intelligence and charisma. And unlike some of the more simplistic bad guys, whose time in the comic is more fleeting, Kirkman keeps readers interested in them for many, many issues, leading to some fascinating places.

To the residents of Woodbury, the Governor is a strong, fair, principled man. It’s classic dictatorial manipulation; tell your people exactly what they want to hear, make it sound like everyone else beyond the walls are out to harm them, and you will inspire a following far more loyal and devoted than you would via fear and coercion. The Governor isn’t above the latter either, but he reveals his true side only to his immediate subordinates, not the wider population of his community.

While there is no defending the deplorable treatment dished out to Rick and especially Michonne, the question remains – does the end justify the means? Until Rick and his group turn up at Woodbury, the Governor has managed to keep his people fed, clothed and relatively safe in an environment that doesn’t exactly offer many of those things elsewhere. Does it matter that he cares more about power than he does about those he leads, if the end result is still the same, ie their safety? This is a different world.







**NEGAN NEVER PRETENDS TO BE SOMEONE HE'S NOT. IN FACT, IT IS A POINT OF PRIDE THAT EVERYONE TAKES HIM AT FACE VALUE.**

Perhaps we have to learn to adjust our expectations of what being 'good' means.

An argument could be made that some of Rick's actions aren't exactly heroic. Perhaps he doesn't attempt to disguise the darker side of his nature from the group, but there's no question that Rick would do almost anything to protect his family, and those who trust in him to lead them. This is a man who bites out the throat of a bandit to protect Carl, and sanctions the brutal execution of the Hunters, butchering them and throwing their mutilated corpses into a fire as a show of strength. Understandable, perhaps even justified, but hardly the behavior of a 'civilized' man.

Rick was a lawman before the end of the world, which fools readers into thinking that he knows right from wrong, but we have to wonder how sympathetic Sheriff Rick would be to his post-apocalyptic self after looking at all the things he's done in-between. Not too kindly, we think.

### THE BAT MAN

Negan, on the other hand, never pretends to be someone he's not. In fact, it is a point of pride that everyone takes him at face value. While the Governor, at first, appeared as a more ambiguous character, Negan's opening salvo is to smash out Glenn's brains in

front of his friends. His intent is clear right from the off. He is a more complex antagonist than the Governor, and indeed than any of the villainous characters in *The Walking Dead*, and we are still getting to know him after more than 50 issues.

Negan has become as important to the moral see-saw of *The Walking Dead* as Rick or any other 'hero.' At first, he just seemed to be a fouler mouthed variant on previous bad guys, but the slow reveal of a moral code – his view of rape is very different to that of the Governor's, for example – and his unwillingness to punish the weak unless it directly serves his cause, makes for a far more interesting character.

By the time we reach more recent issues, Negan is more an uneasy ally of Rick than an adversary. With the Whisperers now the main villains, an imprisoned Negan goes from advising Rick on how to deal with unrest among his men, to being released by Brandon, double-crossing him, infiltrating the Whisperers and then killing Alpha.

His final monologue to her, in which he describes himself as a "broken" man shows a vulnerability a world away from his initial appearance. Negan's development from cartoonish monster to complex, violent, yet very human individual is proof that concepts of villainy have evolved far beyond what would traditionally be found in genre fiction. May this evolution long continue. •

**THE GOVERNOR AND NEGAN ARE 'BIG BADS' IN THE TRADITIONAL DRAMATIC SENSE – CHARISMATIC LEADERS THAT YOU LOVE TO HATE.**





# WAR STORIES





RIGHT: Ronnie and Stuart settle in to play their first head-to-head game. OVERLEAF, BOTTOM LEFT: The board and pieces as they appear in the starter set.



FEATURE ALL OUT WAR

A new tabletop game is on the way from Mantic Games and it's all set to thrill gamers, hobbyists and miniatures collectors alike. *TWDM* was given an exclusive playthrough of *The Walking Dead: All Out War*. Here's our account of our first experience playing this exciting new game. **WORDS:** Stuart Barr

**O**n a warm summer's night in London, UK, *TWDM* settles down with a beer in one hand and a set of unique dice in the other. On the table in front of us is a board game like no other – for one thing, there's no board in the traditional sense of the word, instead there's a set playing area with no movement squares or obvious path to a finishing post. Scattered around this play area are various miniature figures, which all look remarkably like familiar characters from our favorite comic book, *The Walking Dead* (natch!).

You see, this particular night is a special one. *TWDM* is here to play a near-final version of a new tabletop 'skirmish' miniatures game, based on the comic, created by the UK-based Mantic Games. We have not only been given the privileged opportunity to playtest this game, called *The Walking Dead: All Out War*, months in advance of its official worldwide release date (fall 2016), but we're also being walked through this officially licensed product by Mantic's managing director, Ronnie Renton.

Time for a little background: *All Out War* was funded by a Kickstarter campaign that returned \$685,853 against a goal of \$50,000, which just shows the worldwide interest in bringing *The Walking Dead* to the miniatures games market. A fan of both the comic and the AMC show, Ronnie notes that he saw the immediate potential for a game based on the license, although he humbly points out that it was actually his son who gave him the initial idea. This lightbulb moment just so happened to coincide with Mantic looking for a new license to base a game on, and one

Kickstarter campaign and 3,700-plus backers later, the prototype set is ready to play.

## SETTING UP

*All Out War* is a survival-based miniatures game designed for two people in head-to-head play, although it can be played solo or co-operatively. As we settle in with a few drinks, Ronnie unpacks the set, laying it out before us. Play takes place on a 10x10-inch mat, which is strewn with obstacles in the form of plastic barricades and abandoned vehicles (supplied in the box).

Each player selects one group of survivors. In our first playthrough, I play Rick and Carl Grimes, while Ronnie plays a group of four scavengers. We place our game characters along the edges of opposite sides of the play area, which looks decidedly like something you might encounter in the comic (pictured below – ed.). We then divide the walker miniatures and each take turns placing them in positions that will be most disadvantageous to the other.

The base game set includes a number of scenarios that dictate how the game is set up. We are playing a scenario that takes place early in the saga, with Rick and Carl not the battle hardened versions they have become today, but far less experienced. Having



**NOISE ALERTS ANY WALKERS WITHIN 10 INCHES OF YOUR CHARACTER, AND ONCE AWARE OF THEIR PRESENCE THEY WILL MOVE DIRECTLY TOWARDS THEM.**

joined the Atlanta Camp, they are scouting an area looking for valuable supplies when they meet this rival group of scavengers. The two players must strategically maneuver their characters to collect supplies placed on the map at the beginning of the game. The game is won when a victory condition is met, such as collecting a set amount of supplies.

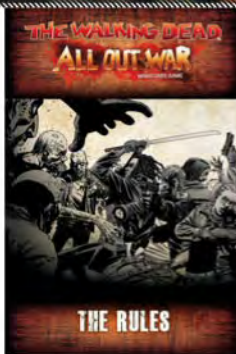
As 'hero' characters, Rick and Carl have higher hit points than Renton's scavengers, but he has the advantage of numbers to even the odds. Each character has a card that lists their hit points, tracks their health, details any special abilities, and shows what equipment they are carrying.

## TAKING TURNS

Both players then take a turn, with each turn divided into four phases: the Action phase, in which we move our characters; the Event phase, where walkers move towards any detected characters; the Melee phase, in which combat takes place; and the End phase, in which walkers not killed by a critical head wound can rise again. It all sounds a little complicated at the beginning, but as with any good game the proof of the pudding is in the eating, so we set about making our first moves.

During the action phase the distance a character can move is measured by a ruler. You can move up to four inches in what is termed a 'sneak' move, meaning that nearby walkers do not detect your presence. Or you can 'run' up to eight inches, in which case any nearby walkers will definitely hear you.

It becomes quickly apparent that making noise is the greatest threat in the game. Noise alerts any walkers within 10 inches of your characters, and once aware of their presence they will move six inches directly towards them. If they encounter an obstacle, such as a barricade or car, this immediately stops the walker from advancing further. However, if there is no obstacle and the player character is in range, a fight will ensue. Even sneaking is



not always effective – each walker has a 'kill zone,' an area within which they will become aware of any movement, no matter how sneaky you're trying to be. The kill zone is measured with a card disc which, when centered on a walker, shows whether they heard you or not.

Beginning with the Action phase, I split Rick and Carl in different directions to head towards the nearest supply drops. But there is a problem: a walker is between Rick and the nearest supplies. I run him to a nearby car to attract the walker towards him. My plan is then to sneak around the vehicle and get to

those supplies. Carl, meanwhile, is able to reach his nearest cache without alerting any walkers.

## SWITCHING IT UP

As the game is played, event cards and player actions gradually increase the threat level, which is noted on a Threat Tracker – a card disc with a rotatable dial. As the threat level rises, the walkers become more and more agitated and aggressive. Killing opposing characters also potentially creates more walkers if you fail to score a clean head shot – just like in the series.

The event cards drawn in the second (Event) phase of a round can alter the situation depending on the threat level. For example, draw a Pandemonium card and the opposing player can move walkers around the board however they see fit. This can lead to, well, pandemonium, as a player who had been facing no walkers at the end of their earlier movement phase may then find themselves being confronted, *and* potentially surrounded, by several.

The Melee phase is where players in conflict decide whether to attack or defend. Attacking is the only way to damage the enemy, but defending gives a greater chance of surviving an attack. The results are determined on die rolls. The result may be that an opponent is pushed back, leading to a better chance of escape in the next round, or even better wounded. These encounters are down to chance (although better characters have better odds of surviving); and there is a special headshot symbol on the dice to denote if an attack results in an 'instakill.'

## AND THE WINNER IS...

As our game progresses, and in part as a result of this being a first playthrough, it becomes quite a sneaky affair. I try and position

**ATTACKING IS THE ONLY WAY TO DAMAGE THE ENEMY, BUT DEFENDING GIVES A GREATER CHANCE OF SURVIVING AN ATTACK.**





## THIS WILL BE A REAL FAVORITE AT CONVENTIONS, GAMES NIGHTS AND FAN MEETS THE WORLD OVER.



that makes great use of the license. I've played other *The Walking Dead* games, and some have felt like the license has been tagged on rather than something that offered unique gameplay; at the same time making you feel like you are a part of the story.

By the halfway point in our game, I was fearing for the safety of both Rick and Carl, as they slowly became encircled by walkers. I kept thinking, 'Jeez! How am I going to survive this?' I started to doubt some of my choices, particularly as the threat level heightened. And that's exactly the kind of visceral thrill and tactile experience you get from tabletop games. I can see this being a real favorite at conventions, games nights and fan meets the world over.

One thing that's worth adding is that *All Out War* has been designed to be modular. While contents of the base box contain everything you might need for hours of exciting gameplay, with no two games likely to play out quite the same, Mantic will be releasing booster packs down the line. These will add familiar faces from *The Walking Dead* character roster, who will have their own miniatures (with game cards and skillsets), as well as alternative scenarios based on other storylines from the comic. This will help keep the game fresh and allow it to evolve. The game board that comes in the box is also optional, so if you like making your own dioramas, there is no reason why you could not create other unique game environments yourself. And the miniatures themselves all come unpainted, allowing the more artistic hobbyists the opportunity to paint the figures however they see fit (*note: the painted figures and dioramas in this feature have been professionally created – ed.*).

Overall, playing *All Out War* was a very enjoyable experience, and shows lots of promise. Even based on one full playthrough, it was clear there are deep levels of strategy for clever players to utilize. The game system itself was both balanced and well thought out, allowing for the sort of spontaneous emergent events that make tabletop games a fun social experience.

As Ronnie hastily packed up the game in order to catch his train home and we finished the last few gulps of beer, I couldn't help but feel I wanted to play it again. I guess I'll have to wait for the game's release this fall, but armed with a better understanding of its mechanics and subtleties, I feel like I might actually be able to beat Ronnie next time, without his help. I've already been thinking about my strategy. You see, if I position Rick here, and then move Carl to there... •

Find out more about *The Walking Dead: All Out War* and Mantic's other games here: [www.manticgames.com](http://www.manticgames.com)

Rick and Carl so that they draw walkers away from the other, allowing one to swoop in on the supplies while the other distracts.

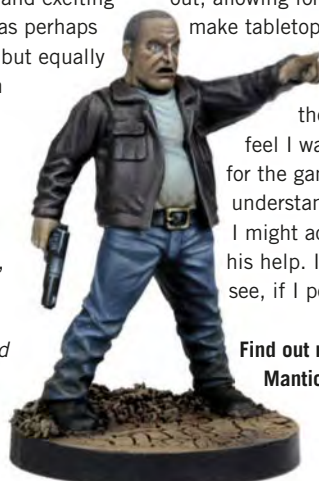
Because any noise will attract walkers, I try something very sneaky against one of Ronnie's scavengers. There is a walker nearby and a scavenger directly between us. I fire on one of Ronnie's scavengers with my pistol, the sound of the shot then attracts the walker directly to the scavenger. But sod's law, I roll a headshot and the scavenger is dead. Meaning the walker now proceeds directly towards me. Darn!

As we get further into the game, and the threat level rises, the amount of walkers in the play area increases. I note that Rick or Carl when faced with one walker will not have an issue unless very unlucky. But faced with three or more, even Rick will struggle.

Our game takes just over an hour to complete. For those unfamiliar with tabletop gaming, it plays out a lot like the turn-based *X-Com* video games, and proves to be a tense and exciting affair. Stealth is certainly one way to play it, and I was perhaps a little too cautious, this being my first playthrough, but equally I could see how one might adopt a strategy of full-on assault, aiming to grab all the supplies as quickly as possible while causing maximum carnage.

Ultimately, I won the game, but I have a sneaky suspicion that Ronnie was being a little kind to me this time. Throughout, he had offered advice and hints about the various strategies I could implement, while showing what four walkers attacking a scavenger will do – not a pretty sight.

Overall, I feel the real winner is *The Walking Dead* fan. *All Out War* proved to be a very satisfying game,



THE WALKING DEAD



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# THE REGULARS



Continuing our loose theme of Heroes and Villains, our 'Regulars' section features a whole host of both. Rick and Negan face off in 'Anatomy Of A Story,' while Clementine is the focus of our 'Choice Cuts' feature as season three of the game series is about to launch. In 'Body Parts,' we're looking at some really cool walker masks, and Michonne and Abraham feature in a tricky new puzzle. Finally, actor Tom Payne, aka Jesus, goes under the 'Judge, Jury & Executioner' quiz and tells us about the time he geeked out over John Rhys-Davies.

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*Analysis of Volume 20: All Out War, Part 1.*

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*Everything you need to know about Clementine.*

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## DEAD NOTES

*Our letters section, including 'Fan Focus.'*

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## END TRAILS

*'Death Sentence,' 'The Secret Diary Of A Walker,' and a Q&A with actor Tom Payne.*



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# ANATOMY OF A STORY



## ALL OUT WAR, PART ONE

With Negan finally introduced into the TV series, it's an opportune time to look at events that happen after their first encounter in the comic. 'All Out War' is one of the comic series' best storylines, packed with action, great character arcs, moments of self-sacrifice, and some thrilling encounters, as Rick leads the combined forces of Alexandria, the Hilltop and the Kingdom against Negan and the Saviors. Split into two volumes, this issue of *TWDM* examines the events of the first part as the war escalates between the two forces.

WORDS: Stuart Barr

A major factor in the continuing success of *The Walking Dead* is Robert Kirkman's skill at balancing character and action. As fans, we remember the big moments (the Governor's prison siege, the herd overrunning Alexandria, issue 100), but the characters keep us coming back, whether we love them or, indeed, love to hate them.

Volume 20 begins an ambitious 'event' storyline. Since the arrival of Negan and the Saviors, tensions and violence have escalated. In the previous volume, 'March To War,' Rick Grimes

In order to win the war, Rick must be prepared for his people to lay down their lives. [But] he is not yet ready to do this.





saw an opportunity to deal with the threat once and for all. With Paul 'Jesus' Monroe acting as an intermediary, he has persuaded the communities of Alexandria, Hilltop, and the Kingdom to form an alliance.

In the action-packed first half of the 'All Out War' arc, Rick takes the initiative, marching a ragtag army to the fences of Negan's safe-zone, the Sanctuary. He audaciously demands Negan to surrender, promising non-combative Savivors will be spared. Negan declines, using a mixture of harsh language and lead.

Negan is not an insane despot like the Governor, but someone far more focused, better equipped and altogether more daunting an opponent.

#### Ram-Packed Action

Despite a Savior sniper scoring first blood, Rick's forces turn the tide of battle, deliberately creating a cacophony that attracts walkers. Rick intends to ram a bus through the gates, gambling that Negan will want him alive, but in a selfless act, the late Abraham's partner, Holly, forcibly commandeers the vehicle. The





Sanctuary compound is soon swarming with the undead.

With Negan trapped in his own castle, besieged by walkers, Rick divides his forces to attack the strongest Savior outposts to keep them from sending reinforcements to the Sanctuary. Things do not go to plan. While the group led by battle-hardened Rick prevails (with minimal losses), an overconfident Ezekiel fails. Ezekiel's inexperienced men are routed, and he barely escapes with his life.



Having returned to Alexandria, Rick is dismayed to hear of Ezekiel's failure and calls an urgent meeting, knowing that with reinforcements to quell the walker incursion, Negan will soon move against Alexandria. Negan arrives before the defenses can be properly organized, and the Savivors cause panic by lobbing grenades over the walls. Only the timely arrival of Maggie and some of Hilltop's residents prevents total disaster.

### "Freedom!"

What makes Volume 20 so satisfying is that, while this plot synopsis demonstrates how much can be packed into six issues, Kirkman still finds time to include important character beats, memorable dialogue, and develop themes woven through the comic's fabric since Rick discovered the other communities in the Washington area.

By this point in the story, Rick is psychologically in a strong place. He has survived a mental breakdown in the wake of his wife and baby daughter's deaths; he has survived seeing good friends die; he has survived even the near death of his son. Initial skirmishes with Negan may have gone badly because Rick underestimated his foe, but now he has a better understanding of Negan, who is not an insane despot like the Governor, but someone far more focused, better equipped and altogether more daunting as an opponent.

Rick wants to be a wartime general – his opening attack on the Sanctuary is well planned, his *Braveheart*-esque speech to the troops is stirring, his ultimatum to Negan is intimidating. Yet, in



one area, he is still not fully committed to the role of leader. In the deceptively quiet and intimate opening of issue 115, Rick tells Andrea with regret that they can't have a war without casualties. Andrea's reply is blunt: "Then we have been at war since the beginning."

### Leadership Woes

In order to win the war, Rick must be prepared for his people to lay down their lives. It is apparent in the preliminary battle, he is not







ready to do this. The plan to drive a bus into Negan's compound is sound. Rick's insistence on doing this himself is borderline idiotic. Without leadership the war will fail, and there are few other candidates capable of leading his army as effectively.

What Rick has not realized is that even if he is not yet willing to ask for sacrifice, those he leads are already inclined to step up. Holly decides to take the choice away from him, commandeering the bus. Later, in the chaos of Negan's grenade attack on Alexandria, Denise makes a decision to sacrifice her life. She has received a walker bite on her arm, amputation could conceivably save her, but she needs both arms in order to save the wounded.

It could be argued that neither Holly nor Denise are motivated primarily by loyalty to Rick. Holly wants revenge for the murder of Abraham Ford by the Saviors. Denise, meanwhile, wants to save Heath. However, Rick has created a community and an idea of freedom that people are willing to die for. His arc in this volume is all about Rick coming to recognize this.

Rick is not the only 'king' on the chessboard though. His strengths are further demonstrated in contrast to Gregory and Ezekiel. Gregory is weak: he has no qualms about asking others to die for him if it will save his own skin. When Rick confronts Negan at the Sanctuary, Gregory is produced, announcing he stands with the Saviors. To Negan's rage, this only leads to eight men from Hilltop vacating the battle.

Ezekiel is more firmly on Rick's side, but his problem is that he is a demagogue. He leads by showing his people an impressive public image (replete with tiger), but when pushed into a corner this image cracks, revealing his critical inexperience. Michonne skewers his weakness ruthlessly after his failed outpost attack:



IF YOU'RE REALLY THIS MUCH OF A PUSSY, DO WHAT YOU DO BEST...

...ACT LIKE YOU AREN'T.

Ezekiel is a demagogue. He leads by showing his people an impressive public image, but when pushed into a corner, this image cracks.



I TURNED TO CALL HER TO ME... SO WE COULD LEAVE. GET AWAY BEFORE SHE WAS SHAWMED.

"If you're really this much of a pussy, do what you do best... Act like you aren't."

The strongest leader among Rick's allies emerges unexpectedly when circumstances make Maggie Greene step up. Gregory returns to Hilltop after being pushed off a roof by Negan. He





begins agitating against Rick, advising residents to bow to Savior demands. Disgusted, Maggie punches him in the face and confronts the Hilltop people with her reading of the situation. Gregory originally asked Rick to take out Negan, and this is exactly what he is doing. If they capitulate to Negan, they will be beholden to him forever. Maggie ends her speech: "I believe in Rick Grimes."

### All Hail Negan!

Then there is Negan himself, the great dictator. He leads through fear and manipulation, but his methods are undeniably effective. His army marches to his tune because he gives them security. Under attack, he exposes no weakness.

Negan is also quick to adapt and take advantage of events. When Holly is captured, she is initially mistaken for Andrea.



Gregory is weak: he has no qualms about asking others to die for him if it will save his own skin.

When she convinces him otherwise, he moves on to more pressing matters (such as the walkers that have overrun the Sanctuary). Then something interesting happens. Negan returns to find Holly about to be sexually assaulted by one of his own men. This enrages him and he kills the man, declaring: "We don't rape." Is this a genuine rule? It seems to be. Negan has his harem, but maintains a pretense that this is consensual. He is also an arch-manipulator. Given that his rule is predicated on offering security alongside a strict 'rule of law,' perhaps this is just a pretense?

Negan's skill at exploiting weakness is later demonstrated when he offers a hooded and bound Holly to Rick at the Alexandria gates as an olive branch before initiating talks. Rick should know that Negan would not be so understanding. He makes a serious tactical error in trusting him, and a bound and hooded Walker Holly stumbles blindly towards the voices of the Alexandrians







calling her. When the hood is removed, the undead Holly bites Denise. With his opponents thrown off-guard, Negan attacks, creating chaos. His 'Trojan Holly' is an act of calculated cruelty, but it gives the Saviors an edge.

Negan is a classic pop-culture psychopath. Charming, poetic (albeit with a 'bawdy' turn of phrase), intelligent, manipulative, lacking empathy. Nevertheless, he is also calculating and organized. When his attack on Alexandria is going well, he appears to be sexually aroused. Or perhaps even more disturbingly, he feigns this as an intimidation tactic. It certainly serves to keep his lieutenants on edge.

Negan's disadvantage is that because he seems to see his people only as tools, he is never going to inspire true loyalty. This is most obvious with Dwight. He should be a trusted advisor, but Negan has pushed him into fomenting rebellion.

### Facing Death

Alongside leadership, another theme arises in this volume for almost all characters. This is a sense of mortality, the fear of loss, and its effect on their actions. For Rick it is the motivator – everything he does is to protect those closest to him. Carl shows signs of becoming

The end score is Rick two, Negan two, but it is most definitely advantage Negan.

a future leader, but he is equally concerned about his father, however hard he does not want to show it. When Eric is killed in Rick's outpost attack, Aaron becomes consumed with revenge. When Rick asks if he will be OK, he responds: "Not until every one of [the Saviors] is dead." Michonne has become intimate with Ezekiel, she won't call it a 'relationship' but acknowledges that it might become one. This is a big step for her. Most movingly, Denise forgoes the amputation that could save her life to save others, namely her friend, Heath.

Hilltop is now split between Gregory's loyalists and Maggie's splinter group. Will Gregory have a role to play in part two? Ezekiel's spirit seems broken. Can he recover, and without Shiva by his side, has his carefully manufactured image faded too much to inspire loyalty?

Maggie's support could not be more opportune for Rick. He also has Dwight in the enemy camp. Negan may not be aware of Eugene Porter's success at manufacturing bullets.

Part one of 'All Out War' ends with Negan pushed back, but Alexandria in flames. As a numbers game, it appears to be a draw. Rick has won two early victories, but Savior forces defeated Ezekiel and have devastated Alexandria. The end score is Rick two, Negan two, but it is most definitely advantage Negan.

Game on! •



## IN A NUTSHELL

**TITLE:** 'All Out War, Part One'

**FEATURED ISSUES:**

#115 to 120

**COLLECTION:** Volume 20

**SYNOPSIS:** Leading the combined forces of Alexandria, Hilltop and the Kingdom against Negan and his Saviors, Rick believes he has the might to defeat him and offers him a one-time chance to surrender. Negan has far too much of an ego to simply roll over, however, and the war starts.

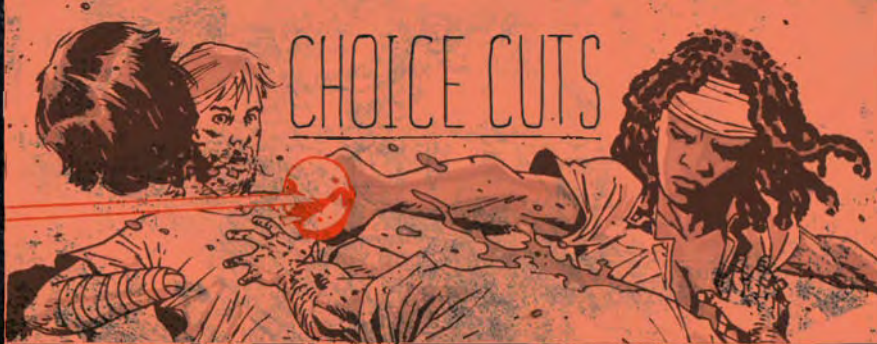
The first battle at the Sanctuary goes in Rick's favor, but the tide turns when the Saviors defeat Rick's troops at other Savior compounds and then mount a counter-attack against Alexandria. Both sides suffer losses, including the deaths of Holly, Denise, and Ezekiel's tiger, Shiva. By part one's close, the war is evenly balanced and the story is poised for round three.

### TIDBITS:

- 'All Out War' is the first story arc in the comic's history to be split over two volumes (12 issues). The frequency of release was also changed, with issues released every two weeks, rather than every month.
- In order to keep up with the increased frequency, artist Dave Stewart and inker Stefano Gaudiano were brought onboard to help out regular series artist Charlie Adlard. Stewart created the colored cover art for all 12 issues, while Gaudiano inked the interiors, leaving Adlard to illustrate the internal panels. A special hardback 'Artist Proof' edition of 'All Out War,' containing all 12 issues, was released which showcases Adlard's original pencils.

- You can read exclusive interviews with Gaudiano and Stewart, where they talk about their *Walking Dead* experiences, in issues 7 and 8 of *TWDM* respectively.





## SPOILER ALERT

THIS FEATURE INCLUDES SPOILERS FOR ANYONE WHO HAS YET TO PLAY SEASONS ONE AND TWO OF THE GAME SERIES.

# CLEMENTINE

Though we still don't know her surname, there can be few *The Walking Dead* characters – in any medium – that are as beloved as Clementine from Telltale Games' interactive adventure games. Over the course of two five-episode seasons, we've seen her grow from an innocent, scared eight-year-old child to a hardened, capable tween survivor, with our choices helping shape the person she will become. As such, it's little surprise to see her reappearing as a playable character in season three, again a little older and wiser, but this time sharing the limelight with newcomer Javier Garcia. With the series returning in November, *TWDM* looks back on the highs and lows of Clem's journey so far, highlighting why she's such a great survivor. **WORDS:** Chris Schilling



## DEAD AIM

Clementine plays a fairly passive role throughout much of season one, as it's Lee who makes decisions on her behalf to protect her. In episode three, 'Long Road Ahead,' we see arguably the first key shift in her attitude, as she reluctantly accepts she can't be the same little girl she once was in this new world. Taking Chuck's advice – "teach her to use a weapon, and for criminy, cut that hair" – Lee promptly does both.

Setting aside his remarkable ability to trim her locks in an exposed carriage on a moving train, the most significant moment is the sequence where he invites her to take aim at a series of bottles, teaching her not to lock her elbows and to stay calm as she fires.

The teaser footage for season three shows that Clementine has learned her lesson, as she hits a walker from long range plum in the middle of the forehead.

## WHAT HAS BEEN SEEN...

Telltale's writers refuse to go soft on Clementine because she's young; by the end of season one, they have already pushed her (and us!) through the emotional wringer. As if watching her friend Duck die wasn't enough, she's forced to confront the awful truth that her parents, Ed and Diana, have become walkers, as she stumbles into them during season one's gut-wrenching finale. It's all the more painful given her optimism that she'd locate her parents in Savannah; and it was the reason she'd left Lee in the first place, who had previously told her to forget trying to find them.

Following this permanent goodbye, the misery continues in the prologue to season two, as Omid is shot during an altercation in a bathroom. The subsequent image that marks the true beginning of the sophomore series – and the next step in Clem's development – is a close-up of her steely expression. It's clear she's no longer a wide-eyed naïf, but someone whose innocence has been well and truly lost.







### BITTEN, BUT STILL NOT BITTEN

Kind acts tend to have repercussions in *The Walking Dead*, and so when Clementine befriends a dog in the woods, it's almost inevitable that it should end up biting her arm. Help seems to be at hand when she encounters a new group of survivors, but after they see her bite, they assume she's been mauled by a walker and decide to keep her in their shed for her own (and their) safety. Breaking out, she steals medical supplies before an almost unwatchable sequence as she's forced to apply peroxide to her wound, before suturing it with a needle and some fishing wire.

Then, as she finishes up, she's immediately attacked by a walker. As she fends it off – and eventually finishes it off – the group burst down the door and you're given the opportunity for a show of angry defiance few players could resist: "I am still. NOT. Bitten." It's a powerful reminder that Clem is made of sterner stuff than most 11-year-olds, and demonstrates her new tougher streak.



### WALTER WAY TO GO

Kenny makes an unexpected comeback in 'A House Divided,' and he's not alone: he has a partner, Sarita, and a new friend called Walter. As the two groups of survivors get to know one another, there's a slowly creeping sense of dread as you realize that the man Nick shot in the episode's first act is Walter's significant other, Matthew.

After Luke tells Clem to retrieve Matthew's knife from her backpack, she finds it missing, discovering that Walter not only has it, but has also figured out who killed Matthew. As Nick strolls into view, a tense face-off results, and Clementine has to convince Walter to put down the knife.



Regardless of the result, things don't end well for Walter, but it's a moment that highlights the importance of Clementine as one of the bonds keeping this survivor group together – as well as an effective piece of foreshadowing for a later, deadlier confrontation. Will Clem get to assume the role of diplomat once again in season three? She's certainly not alone, so quite possibly.



## NOT SO DIFFERENT

Episode three of season two, 'In Harm's Way,' has some of the most shocking violence of the entire series. There's the callous killing of the likeable Reggie at the hands of the ruthless Carver, while the latter's ferocious bludgeoning of Kenny is only halted by Bonnie reporting a breach. But more disturbing still is the moment Carver talks to Clementine and it's clear he considers them two sides of the same coin.

"Killing one in order to save many is part of survival," he says – a line that will later come to haunt him – before adding that "it falls to people like us to lead them to safety." You can choose to make Clem insist that she's not like him, to which he issues the chilling riposte: "We're more alike than you think. In fact, I think you realize it, but you're not comfortable with it yet."

Given everything that's happened, it's hard not to look back at this moment and sense that he had a point. Clem might not be as brutal as Carver, but she's equally capable of making tough choices when necessary.







### JANE SAYS

Season two's 'Amid the Ruins' is one of the most vital episodes in terms of Clementine's character development, and a lot of it is down to her burgeoning connection with the hard-nosed and aloof Jane. But Jane softens in Clementine's presence, becoming something like a surrogate older sister, and offering some of the most important advice Clem has received since Lee's demise. "If it comes down to it... if anybody needs to be put down, you gotta be ready for it," Jane says, as Clem puts Nick out of his misery.

"When the shit hits the fan, 'cause it always does, remember that you can make it on your own." That's perhaps why many players chose to go it alone at the end of 'No Going Back.'

Season three's older Clementine is likely to be a superior combatant thanks to Jane's help, too – when Clem's hatchet gets stuck, she hands her an ice pick for more efficient walker kills. Finally, there's the knee trick: knock them over with a kick and jab them through the skull when they are down. Simple! Will we see this technique return in season three?

### CLEMENTINE FACT FILE

**NAME:** Clementine

**AKA:** Clem

**VOICED BY:**

Melissa Hutchison

**APPROX. AGE:**

Early Teens

**JOB:** Kid

**RELATIONSHIPS**

**PRE-APOCALYPSE:**

Mother and father, Ed and Diana

**RELATIONSHIPS**

**POST-APOCALYPSE:**

Surrogate fathers:

Lee Everett, Kenny;

surrogate sister: Jane

**LIKES:** Her father's

cap; her walkie talkie;

baby AJ; Christmas

decorations

**DISLIKES:**

Short hair; Carver

**FIRST APPEARANCE:**

Season One, Episode

One: 'A New Day'

**CURRENT STATUS:**

Missing a finger, but alive.







### TRAILER FLASH

Clementine's darkest hour comes during season two's finale, 'No Going Back,' as she's shot by Arvo and promptly abandoned by Bonnie and Mike, who drive off and leave her bleeding out in the snow. As she drifts out of consciousness, she imagines herself back in the trailer with Lee in season one. It's a moving reminder of all that she has lost, but it's also a chance for the writers to lay the groundwork for what's to come later. "Bad things happen to everyone, and it's hard to keep being yourself after they do,"

Lee warns her. "I don't want to hurt anyone," Clem replies. "It's not that easy," Lee sighs, and as Kenny and Jane start fighting later on, you will realize that he's right.

The player will determine Clem's ultimate choice, but as the episode title suggests, it's clear that there's absolutely no going back from this one. Clementine may be a few years older as season three begins this fall, but that fateful decision will never be forgotten.



### IF THE CAP FITS

She might not utter a single word, but the trailer for Telltale's third season speaks volumes about the person Clementine has become – and the events that have shaped that journey.

For starters, it shows she's capable of making her own decisions, even if that means going against previous advice. Lee told her not to go near cities, and yet she's in one. Jane warned her about getting attached to others, and yet she's teamed up with a new ally: co-protagonist Javier Garcia. The ring finger on her left hand is now a stump, and bandaged up, too – suggesting it's a recent injury. And the one line Javier utters is significant: "We must be getting close."

Until now, Clem has done her best to avoid confrontation; now, it seems, she's seeking it out. But old habits die hard. She's still wearing her famous cap, and she's still keeping her hair relatively short, using the purple ties given to her by Lilly. For all that she may have changed, Clementine's still recognizable as the girl who captured our hearts over two seasons. •



# POP! ART



Six fantastic new figures are about to join Funko's ace AMC's *The Walking Dead* Pop! range...

## PREVIEW

### AMC'S *THE WALKING DEAD* POP! TELEVISION – SERIES 7

**Company:** Funko

**Released:** Out now

**Ages:** 17+

**Retailers:** All good stockists

**RRP:** \$9.99 (US); £8.99 (UK)



Such is the unique look of its collectibles, one glance at the images on this page and you instantly know these were created by Funko. And not just Funko, but also that they are part of its Pop! Vinyls range. More importantly for the fans, these are six all-new figures joining its well-loved AMC's *The Walking Dead* Pop! Television range.

"Pop! Vinyl is our flagship product. It's what grew Funko from when we started the line in 2010 to the company we are now," said Mark Robben, Funko's director of marketing. "Our other products are getting more popular, especially our Dorbz and Mystery Minis, but Pop! Vinyl is definitely our most popular *The Walking Dead* product."

Given their relatively simplistic design, it's incredible how much detail is actually in these figures. There's no doubting which characters are being depicted – you know instantly who's who. "When we started, Pop! Vinyl had a very specific look to it that was unique to Funko," explained Robben. "As the line has grown, I feel we've taken more chances and risks and have been a little

more creative. We're not trying to capture the likenesses of the actors, but we do look at how we can blend the two together. That's a credit to our artists and what they are able to do within the confines of what Pop! is."

So what's on offer for series seven? First off, there are four characters making their Pop! debut: Rosita, Father Gabriel, Jesus, and, perhaps most exciting of all, Negan. Joining them are two returning figures, given a fresh new twist: Carl Grimes, sporting the bloodied poncho he wore in season six's 'No Way Out,' and fan favorite Daryl Dixon, this time replete with rocket launcher, as seen in the same episode. It's quite a selection.

"The fans are really excited about Negan," noted Robben. "As soon as Jeffrey Dean Morgan was cast, they were asking for a Pop! of Negan. So he was a no-brainer. For the rest, it was about looking at who was new on the show, who we haven't done before, and what are some favorites we could revisit."

The decision over which characters are selected for a Pop! makeover is dependent on several factors, said Robben, taking in opinions from Funko itself, AMC, the

retailers, and the fans. Funko have several active social media sites (look for them on Facebook, Twitter and Instagram under the moniker 'OriginalFunko') and love receiving comments and feedback from fans.

"*The Walking Dead* fans are a passionate bunch, and they have their favorites of who they want to see made into Pop! Vinyl," said Robben. "We try to use our social media channels diligently; we get on there and talk to our followers. *The Walking Dead* fans have never been shy about telling us who they want, and there are still characters we haven't done yet: the Beth Greene fans are pretty upset that we haven't gotten round to her yet."

For the moment, the fans will have to be satisfied with these six fantastic new figures, but if not, you know what to do. "I hope *The Walking Dead* fans are happy with what we've done so far," concluded Robben, "but if there are characters they want us to do, then they should elevate that on our social media. Beth Greene fans should not give up hope!" •

Find out more: [www.funko.com](http://www.funko.com)





# BODY PARTS

THE WALKING DEAD PRODUCT PREVIEWS & INTERVIEW



## INTERVIEW

### AMC'S *THE WALKING DEAD* FOUR NEW WALKER HALLOWEEN MASKS

**Company:** Trick Or Treat Studios

**Released:** Out now

**Age range:** Unsuitable for small children

**Available:** [www.trickortreatstudios.com](http://www.trickortreatstudios.com), and all good stockists

**RRP:** \$59.99

**W**e last caught up with Chris Zephro of Trick Or Treat Studios in *TWDM*#11 (winter 2014). Back then, his company was producing an impressive array of Halloween masks, all made by hand. These included several pretty darn impressive walker masks from

AMC's *The Walking Dead*, albeit the range was limited to just nine at the time. Two years on and the range now totals 18, not including other assorted make-up props and appliances from *The Walking Dead*.

While the process for creating each mask is still the same, demand for the company's products is higher than ever (having recently added *Child's Play*, *Game Of Thrones* and even WWE to its roster), and its line of *The Walking Dead* masks remain a particular favorite. This high demand was always an inevitability for Zephro.

"I knew there was a big market for independent masks, because that's what I was buying myself," he says. "But I also knew that if somebody made

masks that were an accurate representation of characters from big franchises, people would definitely start to buy them again."

Importantly, he and his team are as enthused as ever about recreating these memorable characters, which is why they are "always on the lookout for the coolest-looking zombies in *The Walking Dead*." Indeed, the latest additions to their *The Walking Dead* portfolio are true fan favorites: the Moss Walker (aka the Tree Walker, as seen in season four's 'Isolation,' discovered by Hershel and Carl); the Skeletal Indifference Walker (from season four's 'Indifference' – the one who attacks Tyreese through the creepers); the Mush Walker (season five's 'Strangers' – the one





who gets poor Bob); and the W Walker (from season five's 'Try,' encountered by Carl and Enid). Each mask has already been designed and moulded and they are now ready for sale. Note: check out the real moss on the Moss Walker – it's awesome!

In terms of the creative process, Zephro says that it usually starts with a conversation between he and Justin Mabry, VP art director at Trick Or Treat, about which ones they want to do. They then send photos for approval to AMC, which then decides whether the company can go ahead with production of its chosen masks.

Once given the go-ahead, Zephro delegates the job to one of his artists. "With the Moss Walker, we gave it to a

guy called Mikey Rotella, as we knew he'd nail it. He's really good with grinning and wrinkly-looking walkers. Whereas the W Walker was a really good job for Justin."

From there, the artists will spend between three weeks to a month sculpting the mask, before going through the approval process again. When that's signed off, what's called the paint-master is created – basically the finished piece – and that too is sent for final approval.

The approval process is inevitably long, but Zephro sees it as vital to ensuring the quality of the product, and at the end of the day, that's what fans want: high quality masks that actually look just like the walkers from the show. Trick Or Treat's

relationship with the TV series' make-up crew at KNB EFX Group and in particular special make-up effects legend Greg Nicotero, who also is co-executive producer on the show, is paramount both now and for future masks. "We get great advice and references from them, which really helps us during the approval process," notes Zephro.

With one eye on the future, Zephro says that Trick Or Treat has started work on a Lucille prop. Comic book readers will know what that is, whereas fans of the TV show are only just finding out. Put it this way, it's a controversial one but, like the rest of the company's products, you can be sure it will be the real deal. •

**PREVIEW & INTERVIEW: Russell Cook**



## REVIEW

### THE WALKING DEAD – COVER ISSUE #92 PUZZLE

**Company:** USAopoly

**Age:** Unsuitable for small children  
– small pieces

**Released:** Out now (for sale only  
in the US and Canada)

**RRP:** \$9.95



It would be easy to write a traditional review of the first puzzle by USAopoly to feature the comic book art of *The Walking Dead*, basing it solely on facts. For instance, there are 550 pieces that, when put together, form the beautiful cover art of issue 92 of the comic book. And when fully laid out, the puzzle measures 18 inches by 24 inches – big enough to be vexing, yet small enough to fit on a normal size desk or table. But you could garner all of that information simply by looking at the puzzle's box. So instead, I thought the best way to fully demonstrate what it's like to finish this puzzle is to give you a blow-by-blow account of how I completed it, thus giving you an idea of the trials, frustrations, and successes that wonderful puzzles such as this can afford.

Before we start, it's worth noting that although I enjoy doing puzzles, it's not a regular pastime of mine, so I would say my skill level is average at best.

**HOUR ZERO**  
First is the unboxing. The box the puzzle comes in is actually quite small, measuring approximately six inches by six inches, so it won't take up too much space when packed away but feels hefty enough to make a nice gift. Inside the box is a plastic bag filled with the cardboard pieces that make up the puzzle and a small piece of paper featuring the artwork as it should look when complete. The puzzle boundary is slightly smaller than the cover art (as featured on the box), which is worth keeping in mind when you're working on the edges – the starting point for all wannabe 'puzzlists' (is that a word? Should it be 'puzzler?' That sounds more like a video gamer. Anyway, I'll go with it).  
With the bag ripped open, the task at hand doesn't seem all that daunting. Only 550 pieces? That's relatively small compared to some of the puzzles out there measuring in the thousands; this should only take a couple of hours. I get to work finding the edges. So far, so good...

#### HOUR ONE

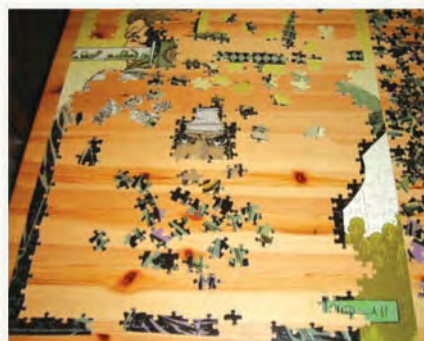
OK, so I might have underestimated how long this is going to take. Sixty minutes in and I've yet to complete all of the outside edge. This is harder than it looks – the green area at the top and sides is proving

particularly tricky to slot into the correct place. The huge jumble of pieces to the right, which I've sorted into a vague order of colors, is now starting to look a little daunting. Will pride be taking a bit of a fall today? We shall see.



#### HOUR TWO

Most of the edge is now done and I was also able to find and complete Abraham's head, some of Michonne's face and all of her sword, plus the background walkers and Charlie Adlard's signature. It hasn't taken me long to realize that Michonne's hair is gonna be a bitch!



Continues on page 86 ▶



# WILD CARDS!

The all-new AMC's *The Walking Dead* trading cards from Topps will make you scream with delight...

## PREVIEW

### AMC'S *THE WALKING DEAD*: COMPLETE FIFTH SEASON TRADING CARDS

**Company:** The Topps Company, Inc

**Released:** October

**Ages:** 17+

**Available:** Hobby shops nationwide

**RRP:** \$3.99 a pack

Earlier in the year, collectible cards specialist Topps introduced a new range of AMC's *The Walking Dead* and AMC's *Fear The Walking Dead* trading cards for digital platforms. With thousands of cards already released, ranging from the common to the super rare – and many more to come – Topps' collection has already led to a walker-esque feeding frenzy among collectors and traders alike.

This October sees Topps returning to its traditional roots with the release of a new collection of physical trading cards, all based on season five of *The Walking Dead*. This season saw Rick Grimes and the rest of the survivors face some of the series' most memorable, terrifying, and shocking moments. Highlights included: the end of Gareth and the cannibals of Terminus; the discovery of Alexandria; the first encounters with the Wolves; the introduction of new characters, including Father Gabriel, Aaron, Deanna, Heath, Jessie, and the rest of the Alexandrians; the return of Morgan; and sad farewells to Bob Stookey, Beth Greene, Tyreese, and Noah.

Topps' new collection will cover all of these moments and many more, with 100 base cards telling the whole story of the season. These base cards will also offer different levels of parallels to chase, from the most common (the Rust variant) to the rarest of the rare (Blood), with three other levels in between (Mud, Mold, and Sepia). Also in the collection are Insert Cards – with



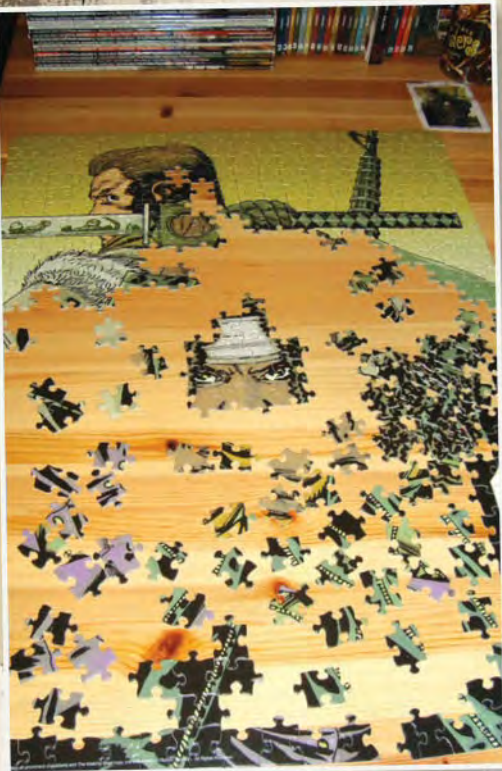
three different types (chase cards), namely Character Profiles, Walkers, and Locations; Relic Cards – new costume cards (also with different levels of parallels); and Autograph Cards – including new signers (there are also some rare Dual and Triple Autographs for fans to collect). Each pack contains six cards, and if you really want to go hardcore, boxes are

also available, which include 24 packs. There will also be two hits guaranteed in every box.

This is great news for hardcore collectors, but if you are new to the trading card game, this first physical set by Topps is also the perfect time to start your collection. •

**Find out more:** [www.topps.com](http://www.topps.com)





### 

So all of the edge is now done – phew! – apart from that one piece at the bottom – damn! I've been through the seemingly unshrinking pile of pieces three times and I can't find it. I'm starting to worry that I may be missing this piece entirely. That would be frustrating as hell. At least I've completed the green background and Abe's rifle. This took up most of the past hour (I will have nightmares about that green background for weeks to come). I've still yet to properly start Michonne's hair.



▲ Somewhere in here is that missing piece. Can you spot it?



### 

Michonne's face, waistcoat, gloves, and part of her hair(!) are now complete. But admittedly progress has been slower than expected. Starting to get demoralized about still not being able to find the missing piece of edge at the bottom. Surely USAopoly hasn't stitched me up with an incomplete puzzle. Time to finish off that hair. I hope I don't rage-quit!



### 

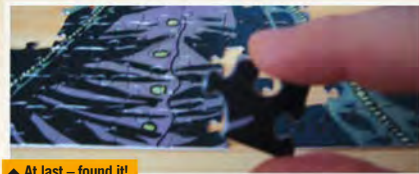
Terrible photograph (above), but I fear my hand was shaking so much after finishing off Michonne's hair that a blurry photo was almost inevitable. The last hour has seen me lock only about 20 pieces into place. I repeat, a pathetic '20'!

Oh, aren't Michonne's dreadlocks cool? Yeah, in the comic maybe, but wait until you have to figure out the endless brown and black swirls on puzzle pieces the size of a stamp.

Think I need a break and/or something to eat. And why can't I still find that stupid missing piece of stupid edge!? *Argh!*

### 

I found it! I FOUND IT! *At last!* Yes! I am a winner, just like mom said I was!



▲ At last – found it!

### 

And there you have it. *The Walking Dead* – Cover Issue #92 Puzzle done. Phew!

So it took me a grand total of five hours and 36 minutes to complete it, double the time I originally thought it would. The black areas, which I thought would be really difficult (and had saved to last), proved to be pretty easy, all slotting into place rather obviously, particularly compared with that top green area. Other than the utter joy I now feel at finishing the puzzle, putting together this cover, piece-by-piece, has given me a new appreciation of the level of detail that artist Charlie Adlard puts into his work. It really is quite incredible.

OK, so I may not be the most proficient puzzlist (I'm still sticking with that word) and more proficient, regular puzzlists (see!) might finish it quicker, but I can't help but feel very satisfied with my performance. Yes, it caused me anguish and at times I was ready to quit in a huff, but I battled through it and now it's complete I have a strong sense of achievement. I can't wait to get stuck into the next one – which is a similarly-sized puzzle of the cover art for issue 50 (featuring young Carl and a horde of walkers). But first comes the fun part of demolishing this puzzle and putting it back in the box. Yay! •

**REVIEW:** Toby Weidmann



Find out more at: [www.usaopoly.com](http://www.usaopoly.com)



# CHRISTMAS COMES EARLY!

What better to hang on your Christmas tree than a new Rick Grimes ornament from Hallmark?

## PREVIEW

### AMC'S *THE WALKING DEAD* RICK GRIMES HALLMARK KEEPSAKE ORNAMENT

**Company:** Hallmark Gold Crown

**Released:** Out now

**Retailers:** Available at Hallmark Gold Crown stores (US)  
& on [Hallmark.com/TheWalkingDead](http://Hallmark.com/TheWalkingDead)

**RRP:** \$17.95

We all know that the months between the mid-season finale and second half of the season premiere of AMC's *The Walking Dead* can be a trying time – not only because you are missing your favorite show, but also because there's the stress of Christmas and the New Year to deal with. At least there's the fun of dressing the festive tree to look forward to each year.

Well, what if you could combine the joy of the latter with some *The Walking Dead* goodness? Thanks to Hallmark Gold Crown, you can do just that with a new Christmas tree ornament in the form of everyone's favorite hero, Rick Grimes.

The Keepsake Ornament Rick Grimes measures 1.8 inches wide by 4.45 inches high, with a diameter of 1.13 inches, and would look perfect hanging on any tree – or if you're truly *The Walking Dead* mad, sitting atop it instead of the traditional angel. Made of a lightweight material – so it doesn't weigh your fir's branches down – this decoration has been handcrafted from select reference material to give it that authentic 'grizzled' Rick Grimes look. From the tan shirt, to the beard and Colt Python, the figure looks just like he stepped out of season three onto your tree.

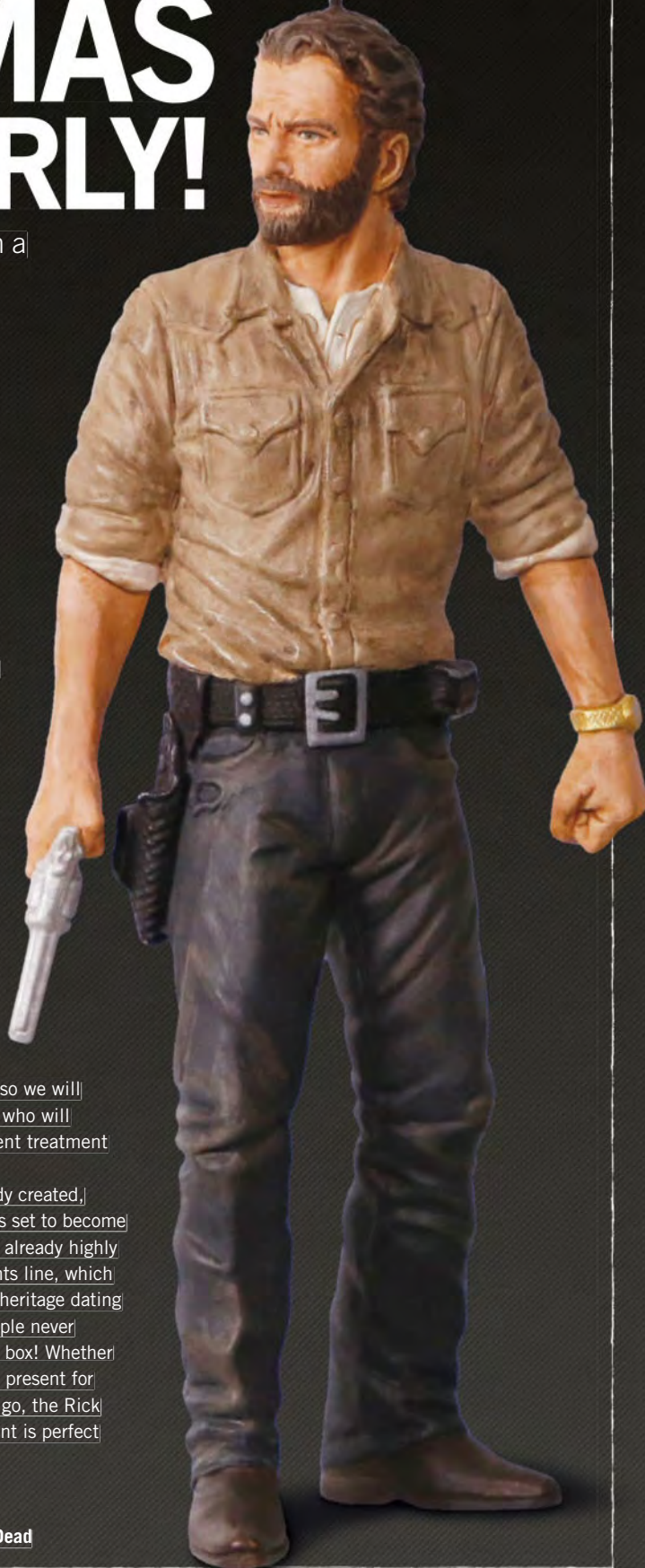
Hanging it couldn't be simpler either: there is a hook in the head, so all you have to do is add some thread

(or a blood red ribbon, if you want to be in keeping with both Christmas and the show) to the desired length and away you go.

Rick is the second Keepsake Ornament to be created, following one of Daryl Dixon last year. The company fully intends to keep growing the range, although it is keeping its next additions top secret for now. A new line of ornaments is released each year in the run-up to Christmas, so we will just have to wait and see who will get the Keepsake Ornament treatment in 2017.

With two figures already created, *The Walking Dead* range is set to become very collectible within the already highly prized Keepsake Ornaments line, which has a long and respected heritage dating back to 1973 – some people never even take them out of the box! Whether buying for yourself or as a present for others, as Christmas gifts go, the Rick Grimes Keepsake Ornament is perfect for any fan. •

**Find out more:**  
[Hallmark.com/TheWalkingDead](http://Hallmark.com/TheWalkingDead)





# DEAD NOTES

**WRITE US...** EMAIL: [walkingdeadmail@titanemail.com](mailto:walkingdeadmail@titanemail.com)

TWITTER: @WalkingDeadMag FACEBOOK: Search 'WalkingDeadMag'

MAIL (US): The Walking Dead Magazine, 2819 Rosehall Lane, Aurora, IL 60503, USA

MAIL (UK): The Walking Dead Magazine, 144 Southwark Street, London SE1 0UP, UK

**FREE WALKING DEAD GOODIES! BEST LETTER WINS A PRIZE!**

**W**elcome to our letters pages. Here's your opportunity to tell us exactly what you think about *The Walking Dead*. We want you to send us your thoughts on anything and everything *The Walking Dead*. Perhaps you have a question you'd like us to answer. Or you may want to send us your photos or fan art. We can't print every letter, but we'll try our best, and there's a cool prize up for grabs for our favorite letter. Send your *Walking Dead* correspondence to [walkingdeadmail@titanemail.com](mailto:walkingdeadmail@titanemail.com), with 'Dead Notes' in the subject line.

The main reason I love *The Walking Dead* is the quality of the writing in both the comic and the TV show. Sure, there is a seemingly endless supply of walkers lurking around every corner, but the apocalyptic storytelling gives and, most of the time, takes so much more than that. The zombie Armageddon could be swapped for pretty much any other doomsday event. To me, the story is not entirely about the walkers; it's about the people and how they interact with each other during such an emotionally desolate time.

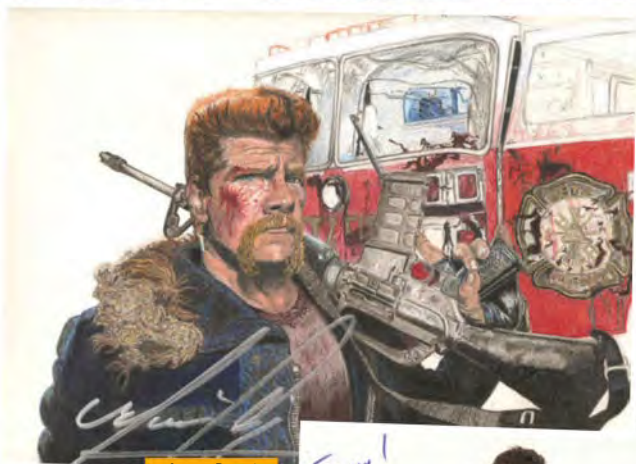
It's great to see so many characteristics, ranging from sympathy to psychosis, displayed by people who would 'normally' be so far from such thoughts. The storytelling and character development is astounding.

For me, another major part of the story is who we follow



◀ Christian Espiritusanto ▶

and where we meet other characters along the way. For instance, we have followed our hero, Rick, from the start. We've watched him evolve to better fit in this world but, in some ways, he has actually been devolving as a human being. This could also be said for villains such as the Governor and Negan. We do not usually feel the same love for someone we have met later in the story as we do for our hero. Our 'villain' displays many of the same qualities as our 'hero;'



▶ Jeremy Dyer ▶

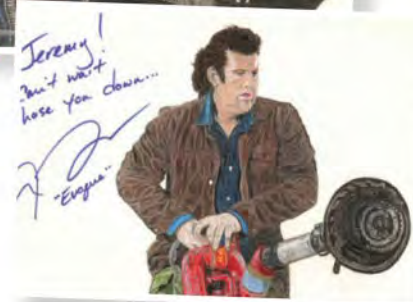
so much so that to a new reader/viewer, our heroes may seem indistinguishable from our villains.

**Christian Espiritusanto,**  
via email

*You've nailed the show, Christian, and why we love it as well. It's sometimes hard to distinguish the heroes and villains in a story when survival is the most important thing that matters. For instance, Negan is a hero to his people (certainly in his own mind anyway), for keeping them safe and alive, even though his methods for doing so are most assuredly questionable.*

*But as you rightly point out, Rick has had to make similarly hard choices as well, and do things that many would consider deplorable in order to protect his people. It seems that determining who is the 'hero' and who is the 'villain' comes down largely to a matter of perspective. Or maybe in the zombie apocalypse there are no good people, only the living and the undead.*

*Thanks for the art, too – great job!*



Hey, Dead Heads!

Here's some fan art for you. I'm gonna toot my own horn here: a ton of fan art that's been featured in your magazine over the last year has been from amazingly talented people that I spoke to online and said they should submit their work. So, congratulations to all of you and I'm excited to see more awesome work on these pages.

**Jeremy Dyer, Portland**

*We always love getting mail, and we especially love the amazing art we're sent for each issue. Your Abraham and Eugene pics look fantastic. Honestly, Abraham's mustache looks so appropriately epic that we're giving it two severed thumbs up. Keep drawing, Jeremy, and thanks for recommending others to send in their art, too.*





▲ Tim Pittenger

Greetings TWDM!  
I wanted to share this bad-ass cake my wife created for me. I came home from work yesterday and she left this epic Lucille cake made of brownie and Cocoa Krispies. It is too cool not to share with the rest of *The Walking Dead* world.

**Tim Pittenger, via email**

Wow! That looks good enough to eat, and we certainly hope it was. And bonus points for the convincing, er, meat, adding that extra bit of color. We bet *Star Trek Magazine* doesn't get sent such ace pics. Save us a slice next time!

Just for good measure, and to reward your wife's amazing handiwork, we're making you our 'Star Letter,' so expect a *Walking Dead* goodie to be winging its way to you shortly.

Hello! I am a HUGE fan of both *The Walking Dead* TV show and the comic. I am also totally in love with Charlie Adlard's work. Here is a drawing of Shiva the tiger from the comic that I drew. I enjoy drawing scenes from the comic and I try to mimic exactly how they look without tracing. Charlie Adlard himself liked this on Twitter



▼ Monica Baldrige

when I sent it to him – it was such an honor! Hoping my favorite magazine will enjoy my drawing, too.

**Monica Baldrige, via email**

*Our editor is obsessed with tigers, so he was thrilled when Shiva first entered the story way back in issue 108 (and you should have heard him squeal when she made her dramatic appearance in the San Diego Comic-Con trailer – it was so high-pitched, it almost broke a window). But we all adore Shiva here at TWDM Towers, so we're always happy to see this kitten given the love she deserves. Shiva has always been a beautiful but terrifying creature, and you have nailed that look, from the sharp teeth right down to the bloody claws. And for a freehand drawing, it really is impressive. No wonder Charlie Adlard liked it, Monica. We love it!*

Waiting until the start of season seven to see who died at Negan's hand can be best described as agony for any fan of the show and comic. One way to take the edge off this is to have a 'Walking Dead Pool.' Some friends and I held a draft where we selected names from among the 11 who were on their knees in front of Negan at the end of season six (along with 'Nobody,' in case Kirkman and co are throwing us a curveball). The winner who

①	1	D	Abraham
	2	T	Glenn
	3	C	Aaron
②	1	C	Resita
	2	T	Eugene
	3	D	Darryl
③	1	T	Sasha
	2	C	Michonne
	3	C	Nobody
④	1	D	Maggie
	2	C	Rick
	3	T	Carl

▲ Don Hancock

accurately predicts Negan's victim gets a free lunch from the other two in our contest. The draft order is attached.

I selected Abraham for the number one overall pick. He seemed defiant, in contrast to the shock and fear shown by others in the group. I figured Negan won't be able to resist making an example out of him. What else do you suggest to make the waiting less painful?

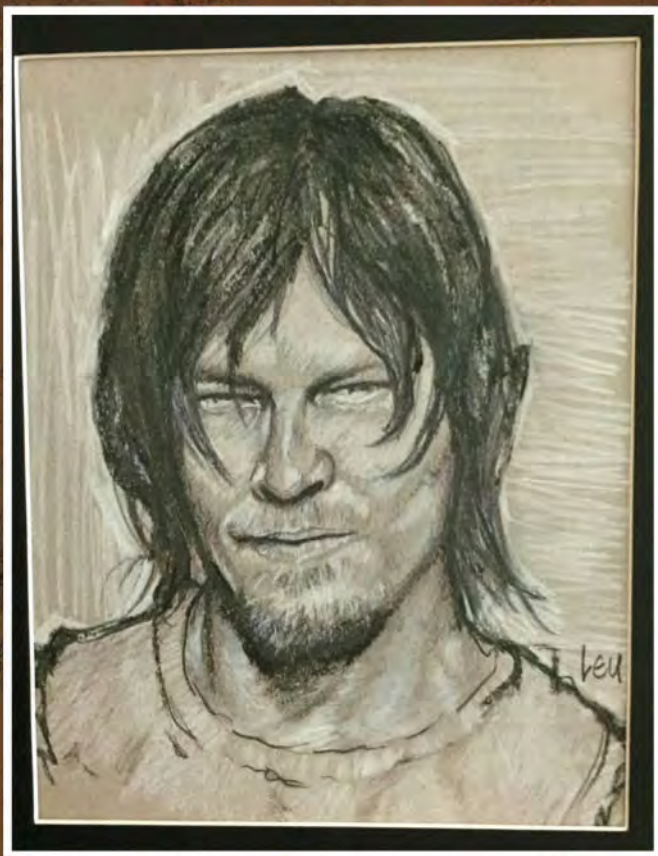
**Don Hancock, Brooklyn Park, MN**

Well, by now, you should know who Negan selected to 'kiss' Lucille and whoever drew 'nobody' ('C') in your pool certainly lost big time. There are no curveballs in *The Walking Dead*. Even if you've read the comic, we bet you didn't see that one coming. What did you (and anyone else for that matter) make of Negan's 'selection?' We'd love to hear what you think. As for making a draft order, what a great idea.

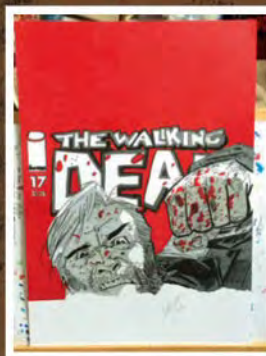
As comic fans know, and TV viewers will soon find out this season, Negan is an unpredictable, merciless, smart and charismatic villain, who everyone in this apocalyptic world should fear. We have a feeling that he's going to be a major thorn in Rick's side for some time to come, and, sadly, more deaths of favorite characters are almost certainly going to be coming our way. We're on tenterhooks! •



# DRAWN OF THE DEAD



▲ Will Leu



▲ Shelly Callidne ▲



► Bembi Ann



▲ Tavorr McCarthy



▲ Lorna Loftus, Ireland ▲



# SAVE THE DATE

Never miss an engagement again with Sellers' sumptuous range of 2017 wall and desk paper calendars for AMC's *The Walking Dead*...

## PREVIEW

### AMC'S *THE WALKING DEAD* CALENDARS 2017

**Company:** Sellers Publishing, Inc

**Released:** Out now

**Ages:** All ages

**Retailers:** [www.rsvp.com](http://www.rsvp.com); all good stockists

**RRP:** \$14.99 (wall calendars); \$7.99 (mini wall calendar); \$15.99 (weekly engagement planner); \$12.99 (desk pad planner);

\$14.99 (daily box calendar)

Our lives are so busy these days, it's hard to keep track of every engagement, both for work and social gatherings. Well, not to worry, as Sellers Publishing, Inc has you covered. A specialist in cards, calendars, and books, Sellers has put together a range of exquisite wall and desk calendars to satisfy every busy *The Walking Dead* fan – you need never miss an episode of the show again.

First up are the traditional wall calendars. There are two to choose from: the first features sumptuous full-color shots of all our favorite heroes in some of their most dramatic moments, mostly taken from season six of the hit show; while the second is entitled 'The Eaters, Biters, And Roamers Of AMC's *The Walking Dead*' and naturally features some of the most gruesome nasties to ever stumble hungrily on to our screens. It's worth noting, for young fans, that the latter steers clear of some of the more graphic moments from the show, but the featured images still show the walkers at their horrifying best. Both calendars include a bonus four-month at-a-glance summary of September through December 2016, and includes all the major holidays and moon phases of 2017.

*The Walking Dead* Mini Wall Calendar is exactly what it says it is. Smaller than the calendars listed above – seven by seven inches compared to 12 by 12 – it is ideal for those who have less wall space. It covers all of 2017 and naturally comes replete with amazing images from the show.

*The Walking Dead* Weekly Engagement Planner is a wonderful ring-bound notepad, with full week page spreads beginning in



September 2016 and running through to December 2017 (there is even a 2018 year-at-a-glance page, planning pages and extra pages for notes at the back). You know what that means? Even more amazing photographs and images from the show – 70 in total. And to ensure you don't lose your place, the back cover houses a perforated page marker, too. At six by nine inches in size, it's big enough to fill in all your hot dates, but small enough to not take up too much room in your bag.

The Desk Pad Planner is designed to sit pride of place on your desk – perfect for work or at home – although it also comes with punch holes if you prefer to hang it on the wall. At 11 by 17 inches, this planner is slightly bigger than the other calendars featured here, which means there's lots of room to write in those important dates in the extra large grids. It also features stabilizing corner pockets to keep sheets flat and the pages are perforated for easy removal when

the month has passed. This is perfect for large families, with lots of little ones and their activities to keep track of.

The Daily Trivia Challenge Boxed Calendar is ideal for those people who not only like to know what date it is, but also like to be posed a tricky question about their favorite show to ponder for the rest of the day. With more than 300 pages and just as many questions, with topics taken from the first six seasons, this calendar will challenge even the most ardent fan. Don't worry though, if you can't nail the answer, they are given on the page. In small type. Upside down. No cheating!

In this technology-driven age, it's all too easy to rely on our phones or online calendars to remember who we're meeting and where, but you have to admit, none of them are as evocative (and fun!) as these stunning paper calendars from Sellers. •

Find out more: [www.rsvp.com](http://www.rsvp.com)



# COSPLAY FOCUS

In a change to our normal programming, we've decided to switch out 'Fan Focus' this issue for a feature called 'Cosplay Focus' – very original, we know! We are sent quite a few photos of fans all dressed up as their favorite *The Walking Dead* characters, so we thought we'd give them a proper showcase. For this feature's premiere appearance in the mag, we've focused on one special group of cosplayers in particular, but if you'd like to see your cosplay pic included in this (potentially regular) section, then send your pix to the usual addresses...

Recently, *TWDM* was contacted by Reel Guise Cosplay, a group of fans who have been making quite a splash on the AMC's *The Walking Dead* cosplay scene since their founding in 2013 by David Schoelen and Paul Baum. If you have seen some pretty kick-ass Rick, Shane, Carol, Daryl, Maggie et al cosplayers at conventions across the globe, chances are they come from Reel Guise. They have won numerous cosplay competitions and have even appeared on the *Talking Dead* sofa with cast members (see below).



▲ Love this! But we don't think Negan's gonna be that easy to overcome. Apparently Maggie (aka Jackie) really is pregnant, too!



▲ Eating cookies at the Saturn Awards 2015 with actors Andrew Lincoln and Melissa McBride.



▲ Nice little arty shot of Richonne.



▲ Ah bless! Cosplayer Carol (aka Amelia) joins the real Carol (aka Melissa McBride) and Norman Reedus on the *Talking Dead* couch.



▲ That Hershel cosplayer is great. Not sure about the Robert Kirkman one though.



▲ They all look amazing but in terms of doppelgangers that could actually be Christian Serratos.



▲ Rosita, Rick, Walker, Shane and Aaron at WonderCon 2016 – the license plate is a nice touch.



▲ The season four gang is here (minus a few). Love the red handled machete – watch out, Gareth!



▲ Anyone else fearing for Mika here?

For more photos of the group and much more, check out: [Twitter: @ReelGuise](#); [Facebook: /ReelGuise](#); [Instagram: @reelguise](#)





GIVEAWAY



**E**nter the horrifying world of AMC's *The Walking Dead* in an all-new year-round daytime attraction. Follow in the footsteps of the human survivors as you battle your way through a nightmarish landscape of hordes of hungry walkers that bring the most popular show in cable television history to life. Prepare to scream in a fully immersive journey through the hit series' most iconic scenes as you navigate through a world overrun by hungry walkers. Now open at Universal Studios Hollywood!

We have two general admission tickets to the theme park on offer, worth \$110 each! Not only will this grant you access to the whole park's world of wonders, stunning rides and special shows, but more importantly you will be able to experience what it's like to be Rick, Daryl, Carol, Glenn and the rest of the survivors from your favorite TV show by entering AMC's *The Walking Dead* Attraction. Find out just what *TWDM* thought about the attraction in our special feature this issue on page 48 – we loved it! And we know you will, too. In fact, we're half inclined to keep these tickets for ourselves, because we want to go back for more. **Please note:** travel and accommodation is not included.

Find out more about AMC's *The Walking Dead* Attraction at: [UniversalStudiosHollywood.com](http://UniversalStudiosHollywood.com)

# THE MAIN ATTRACTION

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Winners will be selected by a random drawing on or around 01/10/17 from all eligible entries received, odds of winning dependent on number of eligible entries received. Titan Publishing Group is the recognized promoter of these sweepstakes. No employee of Titan Publishing Group, AMC, Skybound, or participating companies, are allowed to enter these sweepstakes. The editor's decision is final and no correspondence will be entered into. Full T&Cs available at: [www.titanmagazines.com/thewalkingdead](http://www.titanmagazines.com/thewalkingdead)





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## DEATH SENTENCE

Remember that character who was doomed as soon as they stepped into frame? No? Us either! So our 'Death Sentence' feature is here to remind us. **WORDS:** Dan Auty

### THE CONDEMNED

Donnie is quick to appear, and even quicker to depart. He's one of Negan's men, and when the Savivors begin their final assault on Hilltop, he finds himself within its gates.

Taking up a position on one of the outer walls, Donnie gets ready to shoot at any enemies he sees coming his way.

### SHARP SHOOTIN'

We don't learn that much about Donnie while he is still alive. At first, he's merely a tiny silhouette on a high wall, as Eugene, Carson, and some others head to Hilltop in a stolen van. When Carson turns on the van's headlights we finally see him—and within seconds he's opened fire, stopped the van dead in its tracks and, so he thinks, maybe killed those inside.



### THIS CHARMING MAN

Donnie doesn't get much of a chance to speak before his untimely demise, but it's enough to see that he went to the same charm school as Negan. Listening to the drone of the crashed van's horn down below, he announces to no-one in

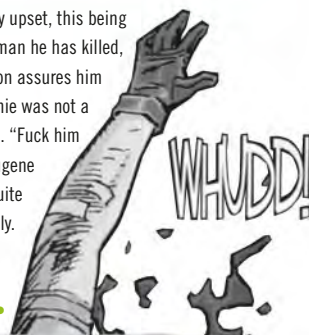


particular: "Lay on the horn all fucking night, retard! Those undead fucks ain't going nowhere!" Charming!

### GOT WHUDD!

He may be quite a good marksman, but smart Donnie is not. Eugene and co have no problem climbing up on the wall while he is gloating about the damage he's caused their van. The normally mild-mannered Eugene then does something unexpected—he throws a startled Donnie

into a horde of ravenous walkers. Eugene is initially upset, this being the first man he has killed, but Carson assures him that Donnie was not a nice man. "Fuck him then," Eugene replies quite reasonably. Night-night, Donnie! •



## THE SECRET DIARY OF A WALKER

It's not easy being a zombie in *The Walking Dead* world, as our week in the life/death of an undead walker proves. Diary transcribed by Stuart Barr...



### MONDAY

I remember before. I'd wake up, maybe find a plastic spaceship stuck to my face. Think about going to work at the call center. Phoning people about accident insurance. Get sworn at. Sigh! I'd rather have been playing *Cosmic Encounter*.

### TUESDAY

Trying to get a D&D game set up. Zombies are the worst. All they want to play is *Operation* or *Pin The Lower Intestine On The Donkey*. Got some beers and a bucket with a family in it. They ate the family, drank the beer and left. One of them even took the bucket as a hat. Sigh! I'd rather be playing *Cosmic Encounter*.



### WEDNESDAY

Amazing! Found the *Cosmic Encounter* box under the bed while looking for rats to eat. All the pieces are there. Finding it hard to shuffle the cards now. Used to be able to roll a mean D20, now I can barely pick up a D6. Roommate came home with his loud pals. They have party hats and mixed entrails. Sigh! I wish we were playing *Cosmic Encounter*.



### THURSDAY

Going out, still visit the comic shop on main street. The warm mouth-breathers raid the other stores, but leave the zombie comics alone. Seem to have gone out of fashion. I like them. Kitchen sink drama these days. But... I'd rather be playing *Cosmic Encounter*.

### FRIDAY

Some warm mouth-breathers are in town, think I'll go check them out. There's a guy with a mullet and another with a comedy mustache. Maybe they would like to play *Cosmic Encounter*? Ulp! •



# JUDGE, JURY & EXECUTIONER

TOM PAYNE

**W**e've not really seen the best of Jesus in AMC's *The Walking Dead* yet, with the character's appearances so far having been few and far between. That's all set to change in season seven though, with actor Tom Payne signed on as a series regular, which means we're set to see a lot more of the bearded, long-haired ninja. Payne is the latest British actor to join the cast, who will spend most of the season facing off against new villain Negan. Jesus will have a key role to play in the coming territory war. That's all very well and good, but what we really want to know is which childhood hero Payne met that sent him into full 'fan' mode. *TWDM* finds out...

**INTERVIEW:** Cindy White

**What's your idea of perfect happiness?**  
Peace.

**Is the glass half empty or half full?**  
Half full.

**What's your fondest memory of working on *The Walking Dead* to date?**  
Walking into the Hilltop for the first time.

**What's your personal motto?**  
"Always be positive."

**What's your biggest phobia?**  
I've recently gotten over a fear of flying.

**What was your breakthrough moment?**  
I had a year where I was a bit dispirited and disheartened with the whole process of the business and my place within it. So I went to see a mentor of mine, who just said: "The most important

thing is to just do you. And be what makes you unique."

And then the next two things I auditioned for I got. And then I got *The Walking Dead*. So it was a moment when I just went back to why I started and how I started in the business, and it worked out.

**Who's been your biggest influence?**

Well, probably my parents, because they allowed me to get involved in this crazy existence and they've supported me the whole time.

**If you weren't an actor, what would you like to be?**

I think it would be something creative. I'd like to be a musician.

And that doesn't necessarily mean like being hugely famous or anything. It just means that being able to express my emotions through music would be great.

**When were you last star-struck?**

I was at a convention recently and the actor John Rhys-Davies was there.

I went over to meet him and I actually had a lovely meal with him that night. But he signed an autograph for me. He was Sallah in *Indiana Jones*, which was a huge part of my childhood.

I used to watch *Raiders Of The Lost Ark* practically every day. So, as he was signing this autograph — he wrote a lovely personal message — I started to get all choked up. I was like, 'Oh my

God, what is happening to me?' It was just really emotional.

**What was the last book (fact or fiction) you read, and was it any good?**

Actually, I'm just about to order something, because I'm looking to start writing. I'm just about to order *Adventures In The Screen Trade: A Personal View Of Hollywood And Screenwriting* by William Goldman.

**What luxury item could you not do without?**

Right now? A hair-band. Because when you're having to deal with long hair, a hair-band is invaluable.

**Have you ever been naked in public?**

Oh, yeah. On set. I did a movie called *Miss Pettigrew Lives For A Day*. It was a really cute little movie. And the first time I appear, I roll over in bed and show my whole front half to Frances McDormand.

**You wake up in an empty room with four white walls, a single lightbulb and no windows or doors. What's the first thing that goes through your mind?**

Am I dead?

**How long is a piece of string?**

As long as you want it to be.

**How far is too far?**

When it doesn't feel right.

**Pirates or ninjas?**

Ninjas.

**Time machine or a spaceship?**

Time machine.

***A Midsummer's Night's Dream* or *Hamlet*?**

Hamlet.

**Robert Kirkman — genius or madman?**

Genius.

**Finally, have you lied at all during this interview?**

No. I'm a very truthful person. If I can't tell the absolute truth then I'll step around it, but I'll never lie. •





# NEXT ISSUE

**BETTER TO  
REIGN IN  
HELL?**

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with the casts and crews**

**Season seven:  
The halfway point**

**Comic vs TV show:  
Spot the differences**

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